

**SONY®**

DIGITAL VIDEO HYBRID RECORDER

**DNW-A100/A100P**

**DNW-A50/A50P**

**DNW-A45/A45P**



OPERATION MANUAL English

1st Edition (Revised 4)

Serial No. 10001 and Higher

## WARNING

**To prevent fire or shock hazard, do not expose the unit to rain or moisture.**

**To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.**



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

**WARNING:** Using this unit at a voltage other than 120V may require the use of a different line cord or attachment plug, or both. To reduce the risk of fire or electric shock, refer servicing to qualified service personnel.

### For the customers in the USA

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

The shielded interface cable recommended in this manual must be used with this equipment in order to comply with the limits for a digital device pursuant to Subpart B of Part 15 of FCC Rules.

### For the customers in the United Kingdom

#### WARNING

**THIS APPARATUS MUST BE EARTHED**

#### IMPORTANT

The wires in this mains lead are coloured in accordance with the following code:

|                   |         |
|-------------------|---------|
| Green-and-yellow: | Earth   |
| Blue:             | Neutral |
| Brown:            | Live    |

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug proceed as follows:

The wire which is coloured green-and-yellow must be connected to the terminal in the plug which is marked by the letter E or by the safety earth symbol  $\perp$  or coloured green or green-and-yellow.

The wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black.

The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

### For the customers in Europe

This product with the CE marking complies with both the EMC Directive (89/336/EEC) and the Low Voltage Directive (73/23/EEC) issued by the Commission of the European Community.

Compliance with these directives implies conformity to the following European standards:

- EN60065: Product Safety
- EN55103-1: Electromagnetic Interference (Emission)
- EN55103-2: Electromagnetic Susceptibility (Immunity)

This product is intended for use in the following Electromagnetic Environment(s):

E1 (residential), E2 (commercial and light industrial), E3 (urban outdoors) and E4 (controlled EMC environment, ex. TV studio).

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# 1-1 Overview

The DNW-A100/A100P/A50/A50P/A45/A45P (also referred to simply as the unit in this manual) is a hybrid recorder, integrating a hard disk and VTR with editing functions, based on the Betacam SX format. The following table outlines the differences in the functions of the DNW-A100/A100P, DNW-A50/A50P, and DNW-A45/A45P.

| Model          | Hard disk (dual channel)<br>Built-in: 2 units (1 pair); SCSI connection for external expansion units                       | High-speed transfer function (FEED button) | SDDI I/O connectors          |
|----------------|--|--|------------------------------|
| DNW-A100/A100P | Data capacity: 9 GB/disk<br>Continuous recording time: about 88 minutes (DNW-A100) or 92 minutes (DNW-A100P) per disk pair | Yes  | Yes (but input is an option) |
| DNW-A50/A50P   | Data capacity: 9 GB/disk<br>Continuous recording time: about 88 minutes (DNW-A50) or 92 minutes (DNW-A50P) per disk pair   | No   | No                           |
| DNW-A45/A45P   | Data capacity: 4 GB/disk<br>Continuous recording time: about 41 minutes (DNW-A45) or 43 minutes (DNW-A45P) per disk pair   | No   | No                           |

For detailed specifications, see “Specifications” in the Appendix.

There are some functional and operational differences between units with a version number of 2.00 or later and units with a version number before 2.00. When necessary, this manual will provide separate explanations for version 2.00 or later units and units before version 2.00.

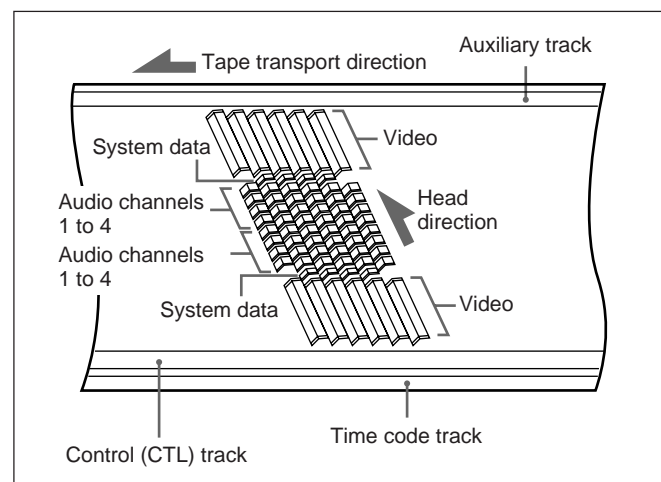
## Control panel differences

Units before version 2.00 have AUDIO INPUT/MONITOR SELECT buttons on the upper control panel. On version 2.00 or later units, these buttons are the AUDIO INPUT/MIXING/MONITOR SELECT buttons (see figure on page 2-3). Version 2.00 or later units also have a MIXING indicator to the left of the buttons. This indicator is not found on units before version 2.00.

The following are some of the features of the system.

## Betacam SX format

The Betacam SX format was developed as a digital version of the Betacam SP format, and is a digital VTR format supporting nonlinear editing systems and server systems. Compared with analog Betacam, the Betacam SX format reduces the tape speed to approximately one-half. The drum rotates at 75 revolutions per second, recording two frames of video data and four channels of digital audio in ten diagonal tracks. The longitudinal control and time code tracks are the same as in the analog Betacam format.



## Head configuration

In addition to digital recording and playback heads for Betacam SX, the unit also has analog playback heads for Betacam SP. There are sixteen digital playback heads, allowing high-speed data transfer at four times normal speed (DNW-A100/A100P only), and CONF1 playback (simultaneous playback) for checking recording.

## Digital signal processing

This unit processes digital signals conforming to 4:2:2 component digital D-1 format.

## High image quality, high audio quality, high reliability

Even with a low data rate, recording and playback with high image quality and high audio quality is achieved. The unit also has a powerful error-correcting system.

# 1-1 Overview

## Data compression by interframe encoding

This is the first VTR to perform data compression by MPEG-2 interframe encoding conforming to 4:2:2 Profile @ Main level. The data rate is reduced by a factor of 10.

## Playback compatibility with Betacam/Betacam SP

This unit can play tapes recorded in Betacam/Betacam SP format. Simultaneously with this playback operation, you can copy the material to the hard disk for nonlinear editing. This makes for efficient use of existing material in Betacam/Betacam SP format.

## Wide range of input and output signals

You can use the following wide range of input and output signals.

| Signals  |        | Standard or option   |
|--|--------|--|
| Analog video   | Input  | Optionally either of composite (BKDW-505 for DNW-A100/A50/A45 or BKDW-506 for DNW-A100P/A50P/A45P) or component (BKNW-104) |
|  | Output | Fitted as standard (composite and component)   |
| Analog audio (4 channels)                            | Input  | Fitted as standard   |
|  | Output |  |
| AES/EBU digital audio                                | Input  | Available as option (BKNW-105) to replace the standard analog audio inputs and outputs                                     |
|  | Output |  |
| SDI <sup>a)</sup> video/audio                        | Input  | Fitted as standard   |
|  | Output |  |
| SDDI <sup>b)</sup> video/audio (DNW-A100/A100P only) | Input  | Option (BKNW-103)  |
|  | Output | Fitted as standard   |
| Time code  | Input  | Fitted as standard   |
|  | Output |  |

a) Serial Digital Interface  
b) Serial Digital Data Interface

## Powerful editing functions

These include assemble editing using the built-in VTR, and nonlinear editing using the built-in hard disk. This unit can also be used as the player for two-unit editing. Further, by connecting an editor, you can carry out GUI-based editing.

## High-speed data transfer (DNW-A100/A100P only)

This unit can carry out the following high-speed data transfers:

- Copying from tape to hard disk at four times normal speed
  - Transfer at four times normal speed to an audio/video server through the SDDI interface
  - High-speed data transfer through the SDDI interface to an SNG (Satellite News Gathering) system
- Monitoring of video and audio is also possible during high-speed transfers.

## Menu-based setup

Initial settings for the unit's operating condition, the interfaces with connected equipment, and so forth can be made by menu operations on the front panel of the unit.

## Wide range of indications

In addition to the LED display which shows the operating status and current settings of this unit and connected equipment, a fluorescent display displays numerical values including time code, user bits, editing IN and OUT points, editing durations, error messages, setup menu information, hard disk recorded amounts and remaining space, and event information.

## Selection of external/internal time code

You can record using either an external time code or the output of the built-in time code generator. You can also synchronize the built-in time code generator to an external time code.

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## Connection to external control devices

It is possible to connect a BVE-900/910/2000/9000/9000P/9100/9100P or other BVE-series editor, a control and monitoring computer, a BVR-50/50P remote controller for the built-in digital video processor, and so forth.

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## Economy

- You can use a variety of tapes, including low-priced tapes for UVW-series VTRs and tapes for Betacam SP or Betacam SX format. Using large cassettes, recording of 180 minutes or more is possible.
- The design needs minimal maintenance, and requires no daily maintenance or checks. The drum and other components have reduced maintenance costs.

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## Rack mounting

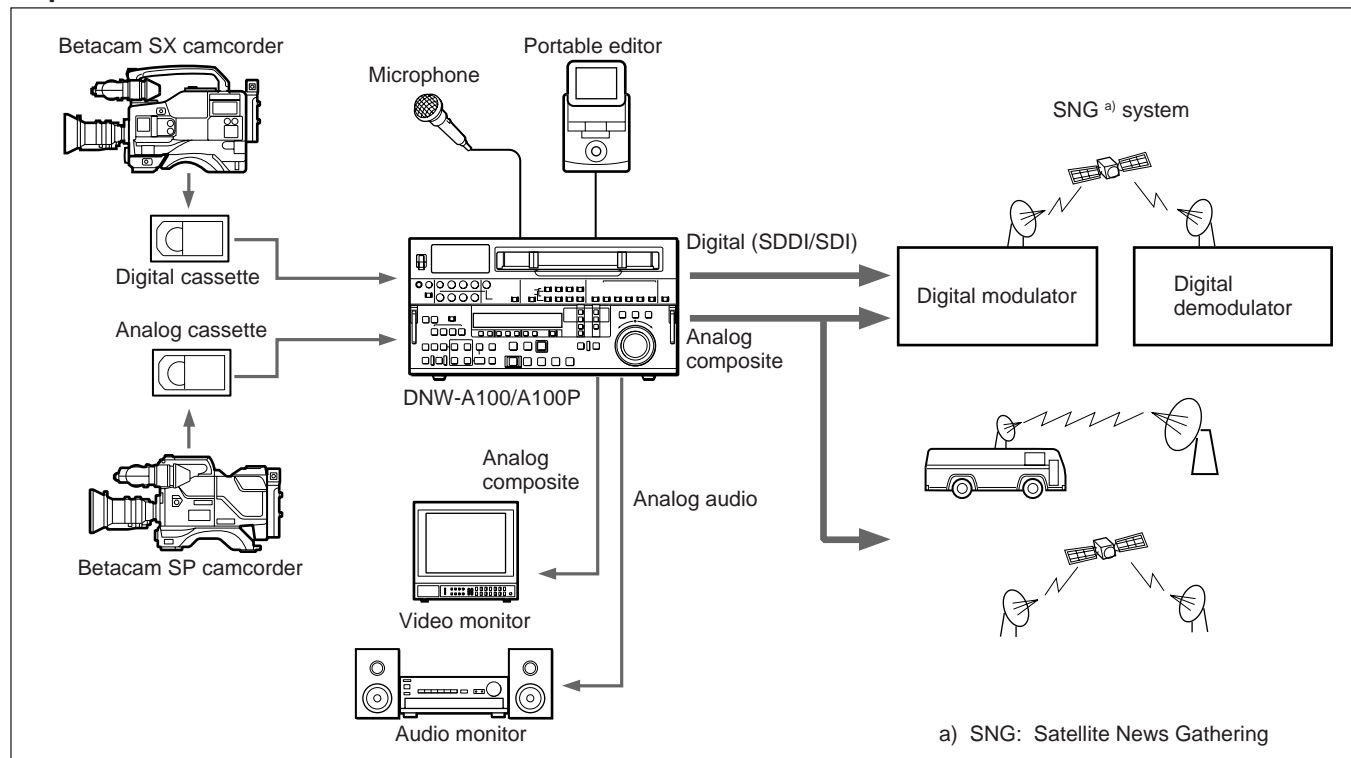
The unit can be mounted in an EIA standard 19-inch rack.

*For details of rack mounting, refer to the Maintenance Manual Part 1.*

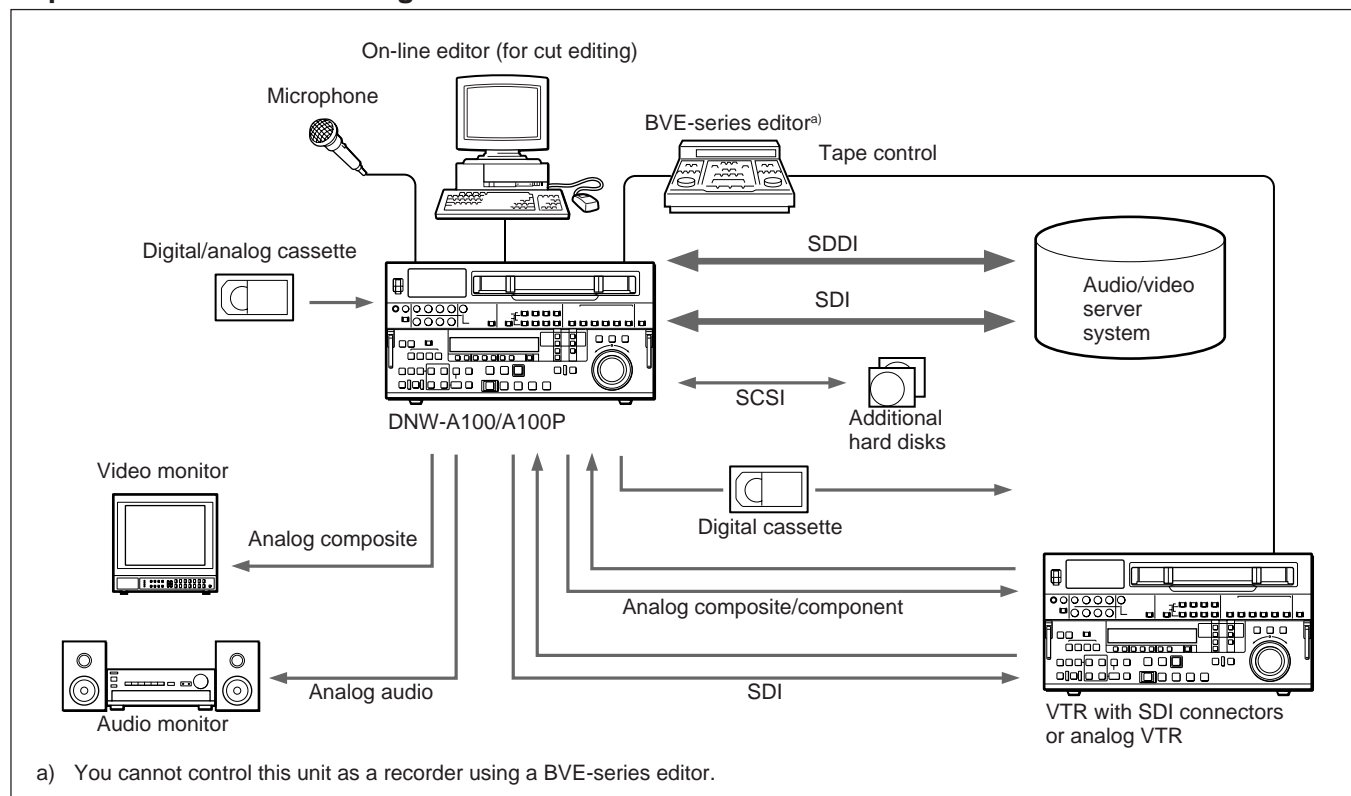
# 1-2 Example System Configurations

The following conceptual diagrams show examples of use in an outside broadcast van or local station and within a broadcasting station.

## • Operation in an outside broadcast van or local station



## • Operation in a broadcasting station

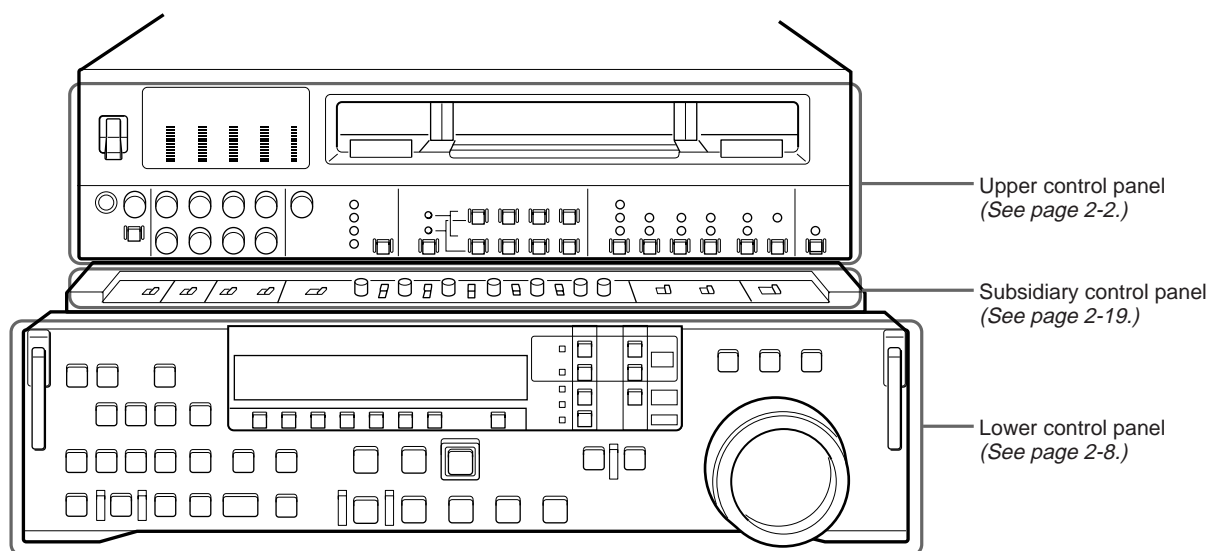




## 2-1 Control Panels

There are three front control panels, as follows:

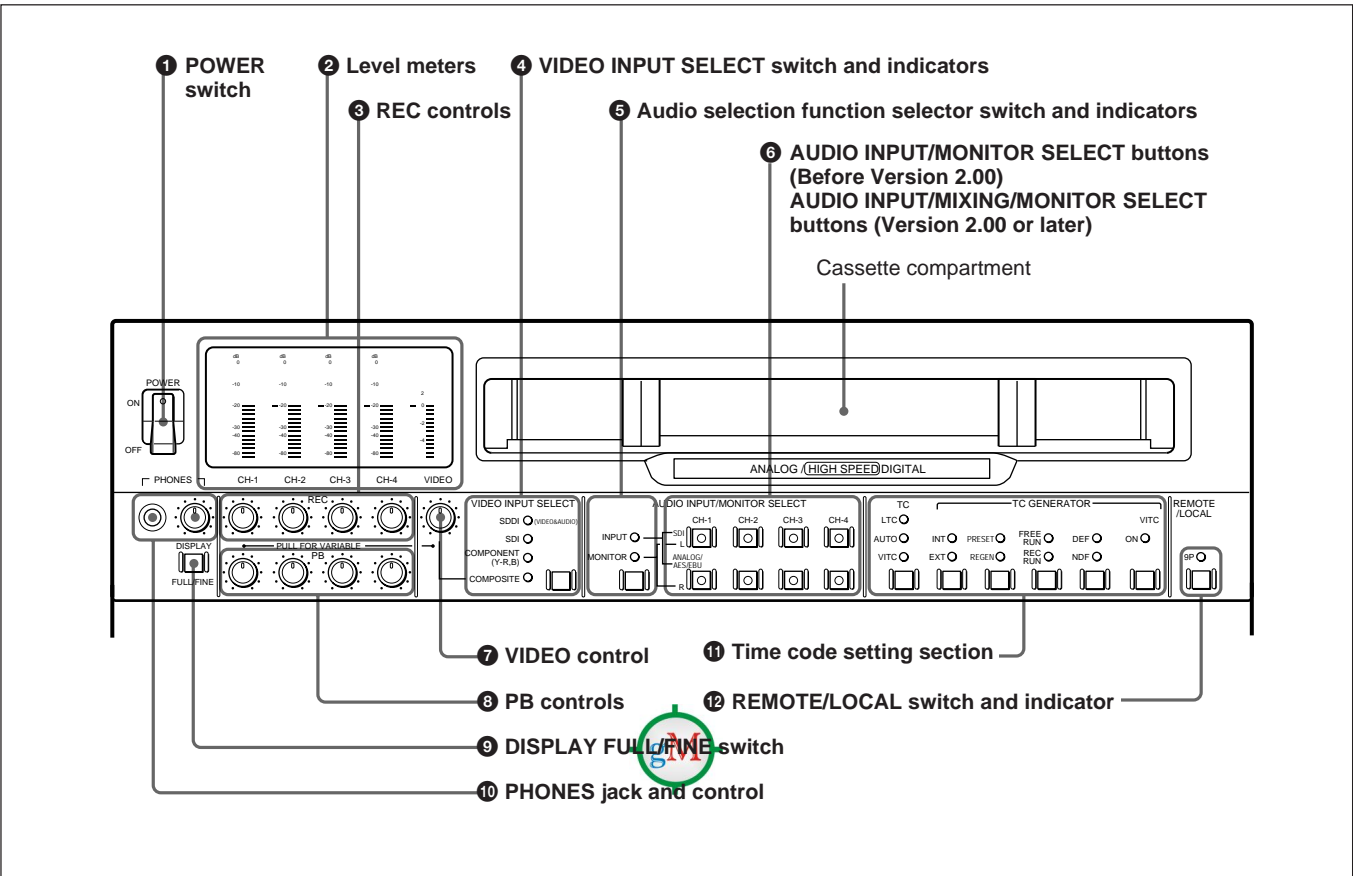
- Upper control panel
- Subsidiary control panel
- Lower control panel



To reveal the subsidiary control panel, pull the lower control panel forward.

## 2-1 Control Panels

### 2-1-1 Upper Control Panel



#### 1 POWER switch

This powers the unit on and off. When the unit is powered on, the level meters **2** and the fluorescent display in the lower control panel light. To power the unit off, press the side of the POWER switch marked "OFF".

#### Note

After carrying out operations on this unit using the hard disk, before powering the unit off be sure to press the EJECT button (*see page 2-17*) to close the files on the hard disk. Powering off the unit with files left open may result in a loss of system data from the hard disk.

#### 2 Level meters

These show the audio levels of channels 1 to 4 (recording levels in recording mode or E-E mode <sup>1)</sup> and playback level in playback mode) and the video levels of input composite video signals.

There are two modes for audio level indications: FULL and FINE, selected by the DISPLAY FULL/FINE switch **9**.

1) E-E mode: Abbreviation of "Electric-to-Electric mode."

In this mode, video and audio signals input to the VTR are output after passing through internal electric circuits, but not through magnetic conversion circuits such as heads and tapes. This can be used to check input signals and for adjusting input signal levels.

### ③ REC (recording level) controls

These adjust individually the recording levels on channels 1 to 4.

To set the recording level, put the unit in E-E mode, pull out the control knobs and adjust the level while watching the audio level meters ②.

When the control knobs are pushed in, the recording levels return to the preset levels (0 dBm reference level for an input of +4 dBm), and cannot be adjusted.

These controls do not function in the following cases.

- When SDDI video input is selected.
- When signals recorded on digital tape are being copied to the hard disk (including recording during editing operation).

*For details of selecting the E-E mode, see the description of the REC button in the tape/disk transport control section (see page 2-16) and the PB. EE button in the monitor/menu/display setting section (see page 2-9).*

### ④ VIDEO INPUT SELECT switch and indicators

When an external device (EXT) is selected as the player by the device specification buttons (see page 2-12), this switch selects the video input signal in the following sequence. (When the player is other than an external device, this switch and the indicators have no function.)

SDDI → SDI → COMPONENT or COMPOSITE



(SDDI input is an option for the DNW-A100/A100P. Only one of the component and composite video input options can be installed. It is not possible to use the input of the type which is not installed.)

**SDDI (DNW-A100/A100P only):** SDDI video signal input to the SDDI DIGITAL INPUT connector (In this case the SDDI audio signals are simultaneously selected.)

**SDI:** SDI video signal input to the SDI DIGITAL INPUT connectors

**COMPONENT:** Analog component video signal input to the COMPONENT VIDEO INPUT connectors.

**COMPOSITE:** Analog composite video signal input to the COMPOSITE VIDEO INPUT connectors.

The indicators light according to the selection. If there is a fault on the selected input (such as no input signal), the indicator flashes.

### Note

When you have used the device specification buttons (see page 2-12) to set this switch to SDDI with EXT selected as the player and TAPE selected as the recorder, the REC INHIBIT indicator lights automatically and recording on tape is prohibited. Recording on the hard disk is not prohibited.

### Using a video test signal

Holding down the VIDEO INPUT SELECT switch for at least three seconds lights all four of the indicators, and causes an internal signal generator to produce a video test signal.

To stop the production of the video test signal, press this switch and release within three seconds.

When the VIDEO INPUT SELECT switch is set to SDDI, you cannot use the video test signal.

*It is only possible to use this function when extended menu item 710 is set to select a video test signal.*

### ⑤ Audio selection function selector switch and indicators

#### (Before Version 2.00)

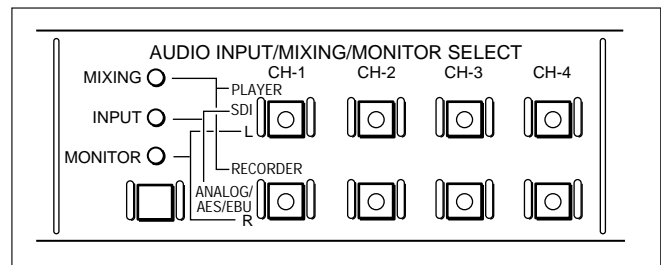
Pressing this switch lights the INPUT indicator and MONITOR indicator alternately, and selects the function of the AUDIO INPUT/MONITOR SELECT buttons.

**When the INPUT indicator is lit:** You can use the AUDIO INPUT/MONITOR SELECT buttons to select the audio input signals.

**When the MONITOR indicator is lit:** You can use the AUDIO INPUT/MONITOR SELECT buttons to select the audio output channels.

#### (Version 2.00 or later)

Pressing this switch lights the INPUT indicator, MONITOR indicator and MIXING indicator cyclically, and selects the function of the AUDIO INPUT/MIXING/MONITOR SELECT buttons.



## 2-1 Control Panels

**When the INPUT indicator is lit:** You can use the AUDIO INPUT/MIXING/MONITOR SELECT buttons to select the audio input signals.

**When the MONITOR indicator is lit:** You can use the AUDIO INPUT/MIXING/MONITOR SELECT buttons to select the audio output channels.

**When the MIXING indicator is lit:** You can use the AUDIO INPUT/MIXING/MONITOR SELECT buttons to select the audio channels for recording from the player to the recorder selected with the device specification buttons (*see page 2-12*). It is possible to mix the audio signals from two player audio channels and record the mixed signal to a recorder audio channel.

### Using an audio test signal

#### (Before Version 2.00)

Holding down the audio selection function selector switch for at least 3 seconds lights both of the INPUT and MONITOR indicators, and causes an internal signal generator to produce an audio test signal.

To stop the production of the audio test signal, press this switch and release within 3 seconds.

#### (Version 2.00 or later)

Press the audio selection function selector switch several times until the INPUT indicator lights. Then press the CH-1 button in the SDI row or the ANALOG/AES/EBU row and keep it pressed for 3 seconds or longer. When you release the button, all of the AUDIO INPUT/MIXING/MONITOR SELECT buttons light and an internal signal generator produces an audio test signal.

During production of the audio test signal, the INPUT indicator remains lit even if you use the audio selection function selector switch to select MIX or MONITOR.

To stop the production of the audio test signal, press the audio selection function selector switch so that only the INPUT indicator is lit. Then press any of the AUDIO INPUT/MIXING/MONITOR SELECT buttons, releasing the button within 3 seconds.

When the VIDEO INPUT SELECT switch is set to SDDI, you cannot use the audio test signal.

*It is only possible to use this function when extended menu item 808 is set to select an audio test signal.*

### 6 AUDIO INPUT/MONITOR SELECT buttons (Before Version 2.00)

#### AUDIO INPUT/MIXING/MONITOR SELECT buttons (Version 2.00 or later)

The function of these buttons depends on the setting of the audio selection function selector switch as follows.

#### When the INPUT indicator is lit

For each channel, press the button in the SDI row or the ANALOG/AES/EBU row.

The pressed button lights and the corresponding audio input signal is selected.

However, when the video input signals selected with the VIDEO INPUT SELECT switch are SDDI, the audio input signals for all channels are also set to SDDI.

#### Note

Only one of the ANALOG inputs and AES/EBU digital inputs can be installed. The ANALOG inputs are installed as standard.

#### When the MONITOR indicator is lit

Press the buttons in the L and R rows to select the audio signal channels (channels 1 to 4, identified as CH-1 to CH-4) output from the MONITOR OUTPUT L and MONITOR OUTPUT R connectors.

You can press two or more buttons simultaneously in each row, turning them on, to monitor an output produced by mixing the selected channels.

#### When the MIXING indicator is lit (Version 2.00 or later)

To select a player channel to record on a recorder channel, press one of the buttons (CH-1 to CH-4) in the PLAYER side row while pressing one of the buttons (CH-1 to CH-4) in the RECORDER side row. For example, if you press the CH-2 button in the PLAYER side row while pressing the CH-1 button in the RECORDER side row, signals from player channel 2 are recorded in recorder channel 1.

If you press two PLAYER side buttons simultaneously, signals from the corresponding two channels are mixed and recorded in the recorder channel.

**Note**

Before selecting signals from two player channels for recording in one recorder channel, check to be sure that the emphasis settings (ON or OFF) of the two player channels are the same. Recording and playback of mixed signals cannot be carried out correctly if the emphasis settings are different.

You can check the settings in the channel display section of the level meters. [EMPH] is displayed for channels with the emphasis setting on.

The RECORDER side button that was pressed remains lit after you have finished making the settings. When you press the lit RECORDER side button, the PLAYER side buttons that were pressed when you made the settings light up again. This allows you to check the settings. To cancel the settings, press the corresponding button on the RECORDER side while pressing the button for the same channel on the PLAYER side.

**Note**

The channel copy and mixing settings described above are disabled during the following types of editing.

- Automatic editing in feed mode (*see page 5-11*) when TAPE has been selected as the player and MASTER or PROGRAM has been selected as the recorder.
- Automatic editing when MASTER or PROGRAM has been selected as the player and PROGRAM has been selected as the recorder.

### Adjusting the recording level when the MIXING indicator is lit

Adjust by rotating the REC knob for the PLAYER side channel while viewing the level meter for the RECORDER side channel.

For example, when recording PLAYER side channel 1 signals in RECORDER side channel 2, rotate the CH-1 REC knob while viewing the level meter for CH-2.

### 7 VIDEO control

This adjusts the level of a composite video signal input to the COMPOSITE VIDEO INPUT connectors.

Pull out the control knob and adjust the level. When the control knob is pushed in, the automatic gain control (AGC) function comes into effect.

### 8 PB (playback level) controls

These adjust individually the playback levels on channels 1 to 4.

During playback, pull out the control knobs and adjust the level while monitoring the audio level indication on the level meters 2. When the control knobs are pushed in, the playback levels return to the preset levels, and cannot be adjusted.

### 9 DISPLAY FULL/FINE switch

This switches the audio level meter 2 display as follows:

**FULL:** The display covers the range  $-60$  dB to  $0$  dB or  $-40$  dB to  $+20$  dB as selected using extended menu item 806.

In this mode the segment of the display corresponding to the current audio level and all lower segments light.

**FINE:** The display is enlarged, with a step of  $0.25$  dB. A segment indicating the reference level lights.

In this mode only the segment of the display corresponding to the current audio level lights. If the audio level exceeds the maximum display level, the top segment flashes, and if the audio level goes below the minimum display level, the bottom segment flashes.

### 10 PHONES jack and control

Connect stereo headphones with an impedance of  $8$  ohms, to monitor the sound during recording, playback and editing.

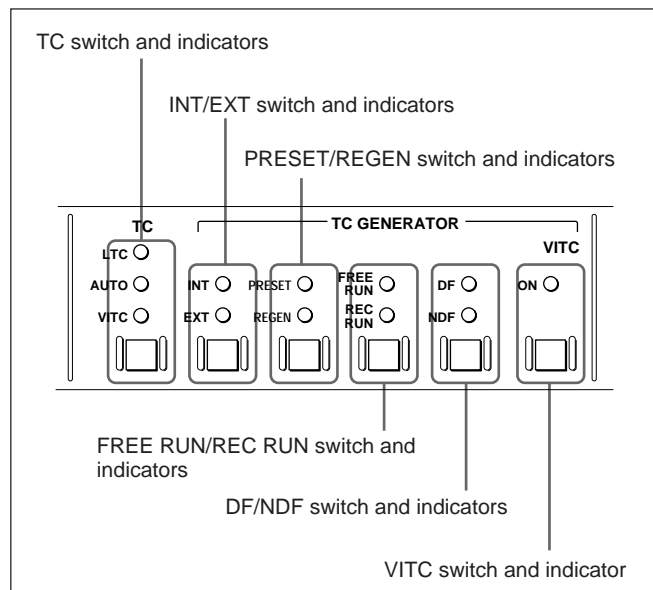
The control knob adjusts the volume.

It is possible to make a setting so that the output volume from the MONITOR OUTPUT connectors is controlled simultaneously.

*In order that the output volume from the MONITOR OUTPUT connectors can be controlled simultaneously, an internal board switch setting is required. For details, refer to the Maintenance Manual Part 1.*

## 2-1 Control Panels

### ① Time code setting section



#### TC (time code) switch and indicators

This switch selects the time code displayed in the lower control panel in the sequence: LTC<sup>1)</sup> → AUTO → VITC<sup>2)</sup>. The indicator corresponding to the selection lights.

When AUTO is selected, the time code displayed is as follows:

- For playback from tape  
VITC when the tape transport speed is up to half-speed, and LTC when it is more than half-speed.
- For playback from hard disk  
File time code (*see the section "Displayed time data value," page 4-7*).

#### INT/EXT (internal/external) switch and indicators

This switch selects the time code used:

**INT:** The time code produced by the internal time code generator.

**EXT:** The external time code selected as follows.

- When the TC switch is set to LTC or AUTO  
The external time code input to the TIME CODE IN connector.
- When the TC switch is set to VITC  
The VITC time code included in the input video signal.

#### PRESET/REGEN (preset/regenerated) switch and indicators

This switch makes the following selection for the internal time code generator:

**PRESET:** The initial value of the time code produced by the internal time code generator can be preset by a control panel operation or by remote control from a device connected to the REMOTE-IN(9P) connector.

**REGEN:** The internal time code generator is synchronized to the playback time code read by the internal time code reader.

The indicator corresponding to the selection lights.

#### FREE RUN/REC RUN switch and indicators

This switch selects the time code run mode of the internal time code generator.

**FREE RUN:** Regardless of the operating mode of this unit, the time code value advances continuously while the power is on.

**REC RUN:** The time code value advances only during recording. When this mode is selected, set the INT/EXT switch to INT, and the PRESET/REGEN switch to PRESET.

The indicator corresponding to the selection lights.

1) LTC: abbreviation of Longitudinal Time code. This time code is recorded on a longitudinal track on the tape. Reading is unreliable at low speeds, and not possible at all during still playback.

2) VITC: abbreviation of Vertical Interval Time code. This is inserted in the vertical blanking interval and recorded on the video tracks. It can be read at low speeds and during still playback, but not during high-speed playback.



### **DF/NDF (drop-frame/non-drop-frame) switch and indicators**

In a 525/60 system, this switch selects the mode of advancing the time code generator and CTL counter.

**DF:** Drop-frame mode.<sup>1)</sup>

**NDF:** Non-drop-frame mode.<sup>1)</sup>

The indicator corresponding to the selection lights.

#### **Note**

When the PRESET/REGEN switch is set to REGEN, since the time code generator is synchronized to the playback time code, this switch has no effect.

### **VITC switch and indicator**

To record the time code produced by the internal time code generator as a VITC, press this switch, lighting the ON indicator.

When the ON indicator is off, internally generated time code is not recorded as VITC, but VITC present in the input video signal is recorded unchanged.

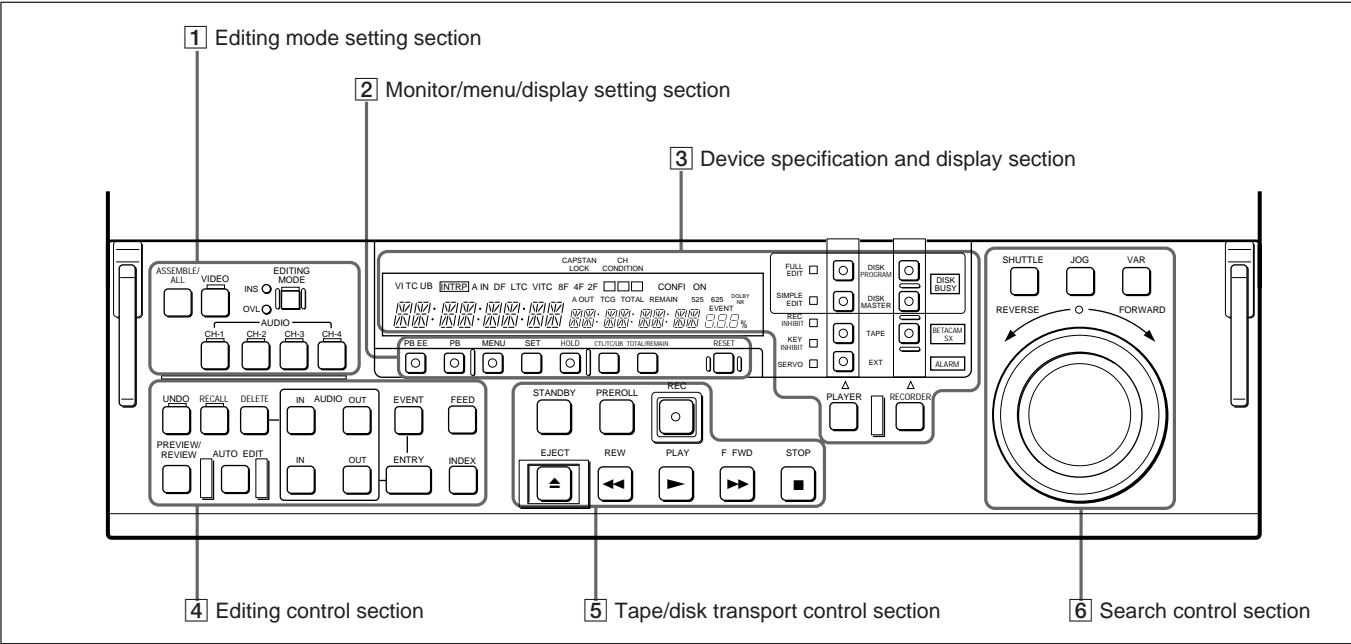
### **⑫ REMOTE/LOCAL switch and indicator**

To control this unit from a device connected to the REMOTE-IN(9P) connector, press this switch, turning the 9P indicator on.

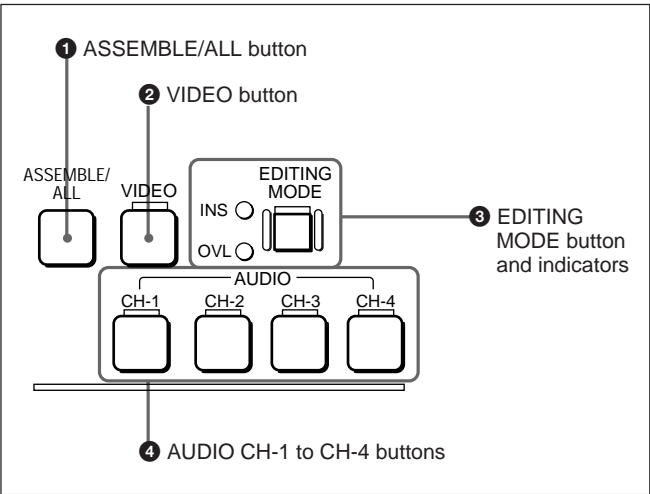
- 
- 1) Drop-frame/non-drop-frame mode: In the NTSC system, the actual frame rate is 29.97 frames per second. There is therefore a cumulative discrepancy between the actual frame rate and the 30 frames per second rate on which time code is based. In drop-frame mode, except once every 10 minutes, the first two frames are skipped at the beginning of each minute to keep the time code values in step with actual elapsed time. In non-drop-frame mode, the correction is not carried out, and there is a discrepancy of about 86 seconds per day between actual elapsed time and time code values.

## 2-1 Control Panels

### 2-1-2 Lower Control Panel



#### 1 Editing mode setting section



##### 1 ASSEMBLE/ALL button

Press this button, turning it on, in the following cases:

- To carry out assemble editing <sup>1)</sup> using tape.
- To carry out all-channel insert editing <sup>2)</sup> using the hard disk.

In both of these cases, all signals (video signals, audio

signals, time code signals, and so forth) are recorded together.

##### 2 VIDEO button

For insert editing on the hard disk, to select the video signal, press this button, turning it on.

##### 3 EDITING MODE button and indicators

This button switches the mode used for nonlinear editing insertion between insert mode (INS indicator lit) and overlay mode (OVL indicator lit).

*For details of nonlinear editing, see Chapter 5, "Editing Using the Built-in Hard Disk".*

##### 4 AUDIO CH-1 to CH-4 (channel 1 to channel 4) buttons

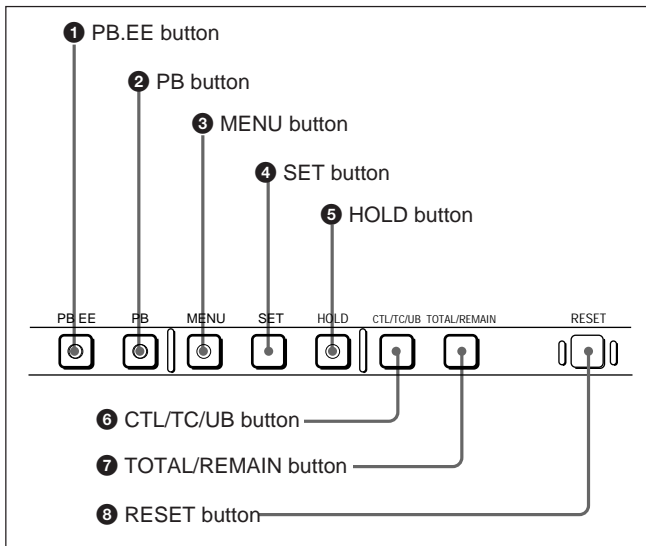
For insert editing on the hard disk, to select audio channels 1 to 4, press these buttons, turning them on. You can select any number of the channels.

1) Assemble editing: Editing in which new video/audio is added in sequence to the end of existing recorded video/audio.

2) Insert editing: Editing in which new video/audio is added into the middle of existing recorded video/audio.



## 2 Monitor/menu/display setting section



### 1 PB.EE (playback E-E) button

To select E-E mode input signals for the video/audio signals output during fast forward, rewind, still, and standby, press this button, turning it on. Either one of this button and the PB button 2 is always lit.

### 2 PB (playback) button

To select playback signals for the video/audio signals output during fast forward, rewind, still, and standby, press this button, turning it on. Either one of this button and the PB.EE button 1 is always lit.

### 3 MENU button

Use this button for setup menu operations. Pressing this button, turning it on, displays setup menus in the fluorescent display of the device specification and display section 3. Press the button once more to exit from the menu display.

*For details of setup menu operations, see Chapter7, "Menu System".*

### 4 SET button

Use this button for setting time code and user bit values and in setup menu operations.

*For details of setup menu operations see Chapter7, "Menu System", and for details of setting time code and user bit values see Section 4-1-2 "Recording Time code and User Bit Values" (page 4-2).*

### 5 HOLD button

To stop updating of the time code or user bit value in the fluorescent display (that is, to hold the display), press this button, turning it on. To set a time code or user bit value, first press this button to hold the value.

### 6 CTL/TC/UB button

This selects the value displayed in the fluorescent display in the following sequence: CTL, TC, UB. As the display changes, the corresponding indicators over the fluorescent display also show the status.

Time code display value selection and display contents

| Display selection | Value displayed  | Indicator status                                       |
|-------------------|--|--|
| CTL               | Tape running time (hours, minutes, seconds, frames) computed from the CTL (control) signal recorded on the tape during playback, or a count of the CTL signal pulses during recording. | TC and UB indicators are both off.                     |
| TC                | Playback time code read by the internal time code reader or time code during recording. <sup>a)</sup>  | The TC indicator lights and the UB indicator goes off. |
| UB                | User bit value inserted in the playback time code or time code during recording. <sup>a)</sup>   | The UB indicator lights and the TC indicator goes off. |

a) The selection of LTC or VITC is made by the TC switch. When VITC is selected, the VITC indicator over the TC switch lights.

### 7 TOTAL/REMAIN button

Press this button to switch between a TOTAL indication or REMAIN (remaining) indication on the fluorescent display. According to the selection, the TOTAL indicator or REMAIN indicator above the fluorescent display lights. The TOTAL and REMAIN indications vary according to that on which operations are being carried out.

*For details of the TOTAL and REMAIN indications, see the table "TOTAL/REMAIN indications" (page 2-10).*

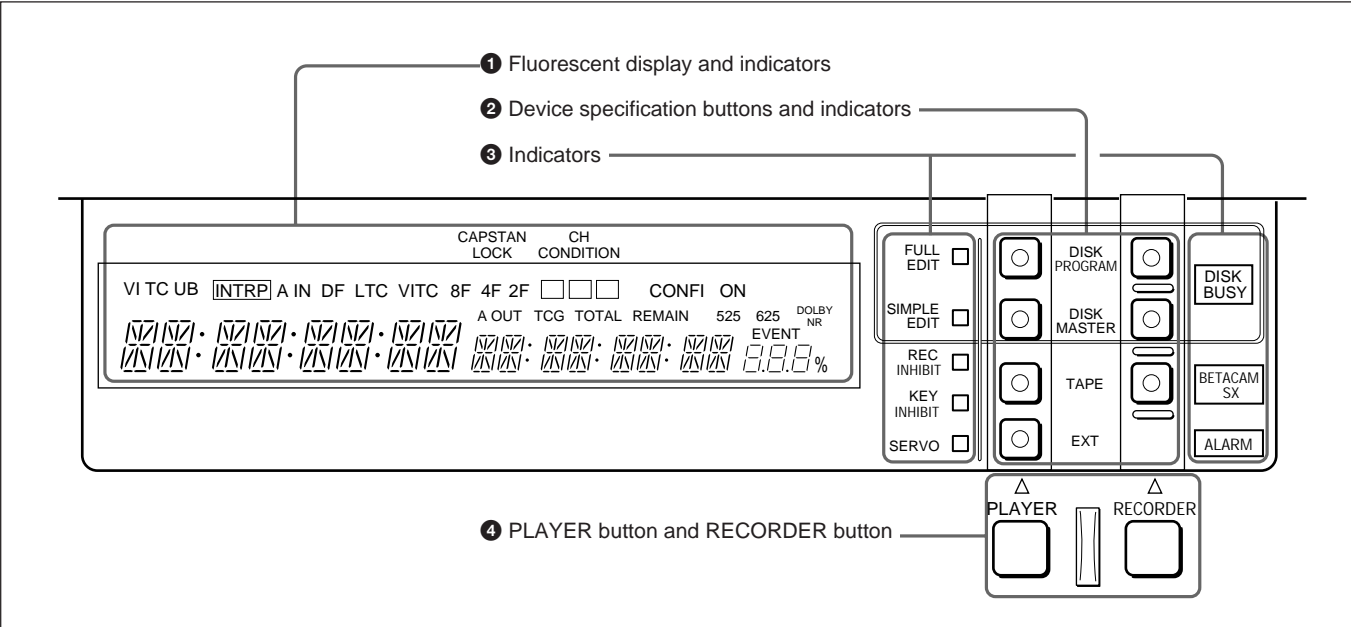
### 8 RESET button

To reset a CTL, time code (TC) or user bit (UB) value displayed in the fluorescent display, hold this button down.

Resetting the CTL value erases all edit points.

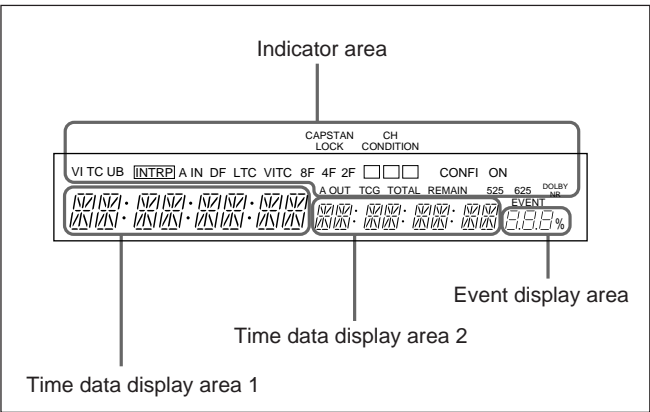
## 2-1 Control Panels

### 3 Device specification and display section



#### 1 Fluorescent display and indicators

This comprises a time data display area 1, a time data display area 2, and an event display area provided by the fluorescent display, and also a number of indicators.



#### Time data display area 1

Normally this displays a CTL count, time code value, or user bit value according to the setting of the CTL/TC/UB button in the monitor/menu/display setting section 2 and the setting of the TC switch in the upper control panel.

It is also used to display an IN point (or audio IN point), a duration, error messages, setup menus, and so forth.

*For details of the selection of CTL count, time code value, or user bit value see the description of the CTL/TC/UB button (previous page).*

#### Time data display area 2

This shows a TOTAL time indication or REMAIN (remaining) time indication according to the setting of the TOTAL/REMAIN button in the monitor/menu/display setting section 2. Depending on the display, the corresponding one of the TOTAL and REMAIN indicators immediately above lights.

TOTAL/REMAIN indications

| Device subject to operations | TOTAL/REMAIN selection | Display  |
|------------------------------|------------------------|--|
| DISK MASTER <sup>a)</sup>    | TOTAL                  | Total number of frames recorded on disk.                         |
|                              | REMAIN                 | Number of frames of remaining unrecorded capacity of disk.       |
| DISK PROGRAM <sup>b)</sup>   | TOTAL                  | Total length (frames) of program created by editing.             |
|                              | REMAIN                 | Remaining length (frames) of program during playback.            |
| TAPE                         | TOTAL                  | Time value representing the total tape length. <sup>c)</sup>     |
|                              | REMAIN                 | Time value representing the remaining tape length. <sup>c)</sup> |

- a) In the following description, “DISK MASTER” is also referred to simply as “MASTER”.
- b) In the following description, “DISK PROGRAM” is also referred to simply as “PROGRAM”.
- c) This is an approximate value calculated on the basis of the detected tape diameter. It is not precise to units of seconds.

In the following cases, “-----” appears as the TOTAL/REMAIN indication.

- When TAPE has been specified as the device subject to operations and either no cassette has been loaded or the loaded cassette has not started running, or when the remaining tape length has not yet been calculated because the tape started running only seconds before.
- When there is no edited program with PROGRAM specified as the device subject to operations

*For details of the device subject to operations, see the item about the device specification buttons (page 2-12).*

This area is also used to display an OUT point (or audio OUT point), a time code value produced by the time code generator, a duration, error messages, setup menus, and so forth.

### Event display area

This normally displays the number of events registered during multi-event editing.

This is also used to display setup menu settings and feed speeds.

*For details of multi-event editing, see Section 5-3, “Multi-Event Editing” (page 5-14).*

### Indicator area

This includes the following indicators.

- **A (audio) IN indicator:** When an IN point is displayed in time data display area 1, the IN indicator lights, and when an audio IN point is displayed, the A indicator lights in addition to the IN indicator.
- **TC (time code) indicator:** This lights when a time code is displayed in the time data display area 1.
- **UB (user bits) indicator:** This lights when a user bit value is displayed in the time data display area 1.
- **VI (VITC) indicator:** When a VITC time code value or VITC user bit value is displayed in the time data display area 1, this indicator lights together with the TC or UB indicator.
- **INTRP (interpolation) indicator:** This lights when a playback time code reading error is interpolated using the CTL signal.
- **DF (drop-frame) indicator:** This lights when a displayed time code value is in drop-frame mode.
- **LTC, VITC indicators:** Regardless of the display in the time data display area 1, these indicators light when the corresponding time code values are being read or recorded (during recording).
- **CAPSTAN LOCK 8F/4F/2F (8 fields/4 fields/2 fields) indicators:** The indicator lights corresponding to the mode selected by the CAPSTAN LOCK switch on the subsidiary control panel or in setup menu item 106.
- **CH (channel) CONDITION indicator:** A three-color indicator shows the state of the playback signal.
  - Green:** The state of the playback signal is good.
  - Yellow:** The playback signal is somewhat deteriorated, but playback is possible.
  - Red:** The playback signal is deteriorated.
 When this indicator remains on, head cleaning or an internal inspection is necessary.
- **CONFI (confidence) ON indicator:** This indicates the state of the VTR CONFI playback<sup>1)</sup> function. When the CONFI playback function is enabled, the CONFI indicator lights, and when CONFI playback is actually being carried out the ON indicator also lights. CONFI playback settings are carried out using extended menu item 316.
- **A (audio) OUT indicator:** When an OUT point is displayed in time data display area 2, the OUT indicator lights, and when an audio OUT point is displayed, the A indicator lights in addition to the OUT indicator.
- **TCG (time code generator) indicator:** This lights when a time code generated by the internal time code generator is displayed in the time data display area 2.
- **TOTAL, REMAIN indicators:** When the “TOTAL” time is displayed in time data display area 2 the TOTAL indicator lights, and when the “REMAIN” time is displayed in time data display area 2 the REMAIN indicator lights.

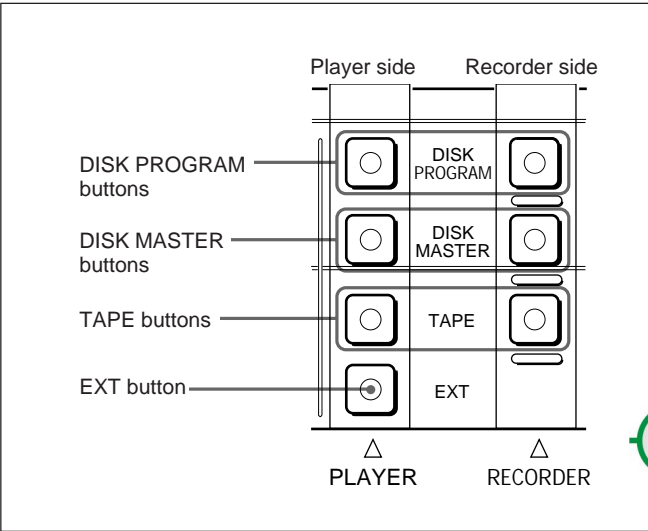
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1) CONFI playback: This refers to playback of the audio and video signals immediately after recording, using the confidence heads, the signal being output to all intents and purposes simultaneously with recording. This is used to check recording.

## 2-1 Control Panels

- **525, 625:** The indicator showing the number of scan lines for the television standard selected using basic menu item 013 lights (NTSC: 525 scan lines, field frequency 60 Hz; PAL: 625 scan lines, field frequency 50 Hz).
- **DOLBY NR indicator:** This lights when the Dolby noise-reduction<sup>1)</sup> circuit is functioning.
- **EVENT indicator:** This lights when an event is displayed in the event display area.

### 2 Device specification buttons



#### DISK PROGRAM buttons

When using the hard disk of this unit for nonlinear editing, specify the hard disk as player or recorder. According as you wish to specify the hard disk as player or recorder, hold down the PLAYER or RECORDER button and press the DISK PROGRAM button on the PLAYER side or RECORDER side, turning it on.

The device selected by pressing these buttons is also referred to simply as “PROGRAM”.

#### DISK MASTER buttons

When using the hard disk of this unit for recording or playing back material before editing, specify the hard disk as player or recorder. According as you wish to specify the hard disk as player or recorder, hold down the PLAYER or RECORDER button and press the DISK MASTER button on the PLAYER side or RECORDER side, turning it on.

The device selected by pressing these buttons is also referred to simply as “MASTER”.

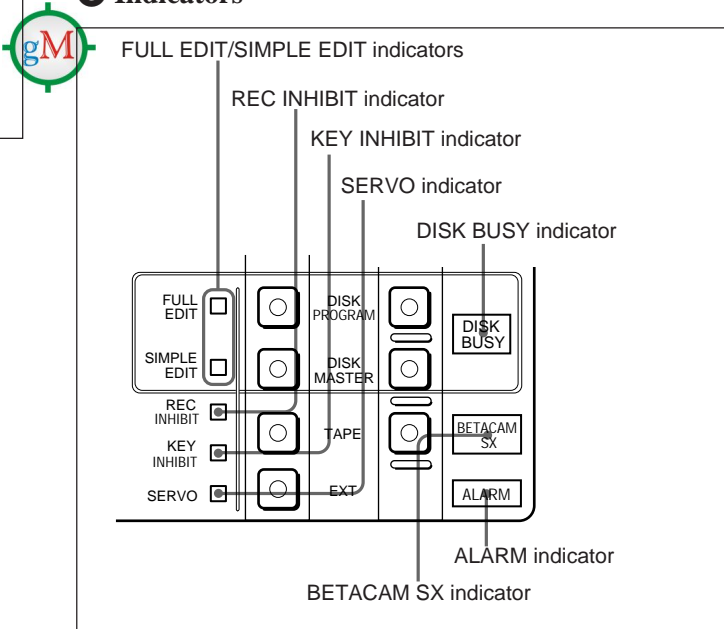
#### TAPE buttons


To specify the VTR of this unit as player or recorder, hold down the PLAYER or RECORDER button and press the TAPE button on the PLAYER side or RECORDER side, turning it on.

#### EXT (external) button

To specify the device connected to the REMOTE-IN(9P) connector as player, hold down the PLAYER button and press this button, turning it on.

### 3 Indicators



1) Dolby noise-reduction: Dolby noise reduction manufactured under license from Dolby Laboratories Licensing Corporation. “DOLBY” and the double-D symbol  are trademarks of Dolby Laboratories Licensing Corporation.

**DISK BUSY indicator**

This lights in the following cases:

- When the hard disk is being readied for operation immediately after power-on
- When the hard disk is being accessed.

When the hard disk is being warmed up, this indicator slowly flashes. In this case, wait until the indicator goes off.

**Note**

While this indicator is lit, do not power off the unit. There is a possibility of data on the hard disk being damaged or destroyed.

**ALARM indicator**

This lights when a hardware error is detected on the unit, and goes off when the error is resolved.

When this indicator is lit, an error message appears in the fluorescent display. If you are using the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector, then when the CHARACTER switch in the subsidiary control panel is set to ON, the error message also appears on the monitor screen.

**BETACAM SX indicator**

When recording in Betacam SX format or playing back a tape recorded in Betacam SX format, this indicator lights.

**FULL EDIT/SIMPLE EDIT indicators**

When full edit mode is specified as the editing mode for the disk, the FULL EDIT indicator lights, and when simple edit mode is specified as the editing mode for the disk, the SIMPLE EDIT indicator lights.

In the full edit mode, split editing for each of the video and audio channels is possible. In the simple edit mode, split editing is not possible.

When you are carrying out nonlinear editing with an editor connected to this unit, select full edit mode.

In the simple edit mode the maximum possible speed of data transfer to the built-in hard disk is four times normal speed, and in the full edit mode it is three times normal speed.

You can select simple edit mode or full edit mode using the disk file management menu.

*For more information, see Section 7-4, "Disk File Management Menu" (page 7-25).*

**KEY INHIBIT indicator**

This indicator lights when the KEY INHIBIT switch on the subsidiary control panel is set to ON.

**REC (recording) INHIBIT indicator**

This indicator is on or off according to the combination of the setting of the REC INHIBIT switch on the subsidiary control panel and the record inhibit plug on the cassette, as shown in the following table.

When this indicator is on, recording on tape is prohibited.

REC INHIBIT indicator indications

| REC INHIBIT switch position | State of the record inhibit plug on the cassette | REC INHIBIT indicator state |
|-----------------------------|--|-----------------------------|
| ON                          | Record inhibit/permit                            | Lit                         |
| OFF                         | Record inhibit                                   | Lit <sup>a)</sup>           |
|                             | Record permit                                    | Off                         |

a) It is possible to make a setting (extended menu item 107) so that in this case the indicator flashes.

**SERVO indicator**

When the drum servo and capstan servo are locked <sup>1)</sup>, this indicator lights.

1) Servo lock: This refers to the synchronization of the phase of the drum rotation and the reference signal for the tape transport position, so that the video heads can trace the same pattern on the tape for playback or recording.



## 2-1 Control Panels

### ④ PLAYER button and RECORDER button

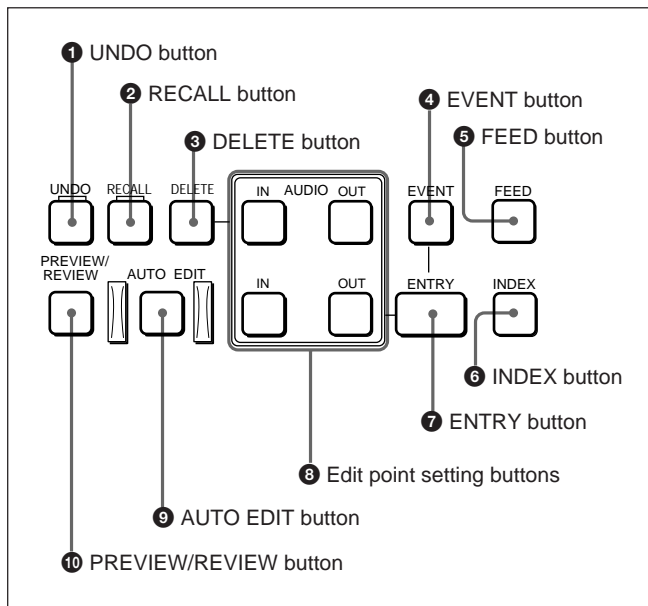
When carrying out editing using a player and recorder, select each of the devices.

- To select the player: press the PLAYER button, turning it on. (PLAYER mode)
- To select the recorder: press the RECORDER button, turning it on. (RECORDER mode)
- To select both the recorder and the player: press the RECORDER button and the PLAYER button simultaneously, turning both of them on. (“PARA RUN” mode)

In this case, extended menu item 201 must already have been set to PARA RUN ENABLE.

When an external device (EXT) is specified as the player and if it is not in the remote mode, neither of the buttons lights. In this case, operations apply to the device specified as the recorder.

### ④ Editing control section



### ① UNDO button

Use this in nonlinear editing to undo the effect of the immediately previous automatic editing operation, and return to the previous state.

This button lights, and the AUTO EDIT button flashes. To return to the state before the immediately previous automatic editing operation, press the AUTO EDIT button. To cancel the undo operation, press this button again, turning it off.

### ② RECALL button

During playback of a program (DISK PROGRAM) or when playback is stopped, pressing this button while holding down the EVENT button recalls the IN and OUT points of the event being played back, causing the IN and OUT buttons to light. Use this button when you wish to modify the IN and OUT points.

### ③ DELETE button

This deletes an edit point or event.

Hold down this button and press the IN, OUT, AUDIO IN, AUDIO OUT, or EVENT button according to the what you wish to delete. If the button (IN, OUT, AUDIO IN, or AUDIO OUT) which you pressed to make the deletion flashes, it is necessary to set the deleted edit point again.

### ④ EVENT button

Use this button when you wish to save two or more player editing segments (each segment being between an edit IN point and OUT point) as an “event”, and carry out automatic editing of all the events together (multi-event editing).

To save events, after setting each editing segment, hold down this button and press the ENTRY button. This is also used for other operations relating to events.

*For details of operations relating to events, see Section 5-3, “Multi-Event Editing” (page 5-14) and Section 5-4, “Special Nonlinear Editing Operations” (page 5-17).*

### ⑤ FEED button (DNW-A100/A100P only)

Use this button when you wish to carry out dubbing from tape or the hard disk to an external device or high-speed automatic editing from tape to the hard disk at any speed from 0.1 to 4 times normal.

To play back in feed mode, hold down this button and press the PLAY button.

*For details of operations in feed mode, see the section “Carrying out playback in feed mode” (page 4-10) and the section “Carrying out high-speed editing in feed mode” (page 5-11).*

## 6 INDEX button

Use this in the following cases:

- During playback of a Betacam SX format tape  
For cuing up to the point where index information (good shot marker or recording start marker) is recorded on a Betacam SX camcorder tape
- During playback from the hard disk  
For cuing up to a particular event

For details, see the items for the *F FWD* button and *REW* button (see page 2-17).

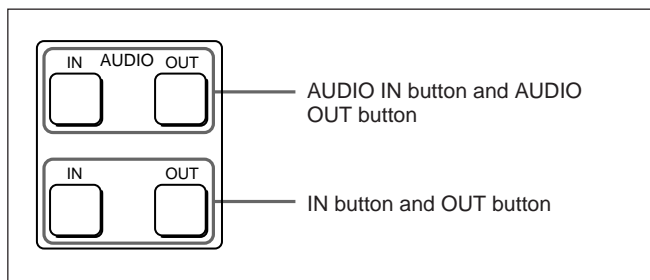
## 7 ENTRY button

Use this for setting edit points, saving events and so forth.

- To set a video IN point or OUT point: Hold down the IN button or OUT button, and press this button.
- To set an audio IN point or OUT point: Hold down the AUDIO IN button or AUDIO OUT button, and press this button.
- To save an event: Hold down the EVENT button, and press this button.

For details of operations relating to events, see Section 5-3, “Multi-Event Editing” (page 5-14) and Section 5-4, “Special Nonlinear Editing Operations” (page 5-17).

## 8 Edit point setting buttons



### IN button and OUT button

To set a video IN point or OUT point, hold down the IN button or OUT button, and press the ENTRY button.

After you have made the setting, pressing the IN button or OUT button displays the IN point or OUT point set on the fluorescent display.

### AUDIO IN button and AUDIO OUT button

In insert editing of the program, to set an audio IN point or audio OUT point separate from the corresponding video edit point, hold down the AUDIO IN button or AUDIO OUT button, and press the ENTRY button.

After you have made the setting, pressing the AUDIO IN button or AUDIO OUT button displays the audio IN point or audio OUT point set on the fluorescent display.

## 9 AUTO (automatic) EDIT button

After edit point setting, to carry out automatic editing (recording), press this button, turning it on.

If the IN point is not set, the automatic editing is carried out with the point where you pressed this button as the IN point.

If you pressed the PREVIEW/REVIEW button to carry out a preview, when the preview ends it flashes.

## 10 PREVIEW/REVIEW button

After edit point setting, to preview the editing results on the monitor before recording, press this button, turning it on.

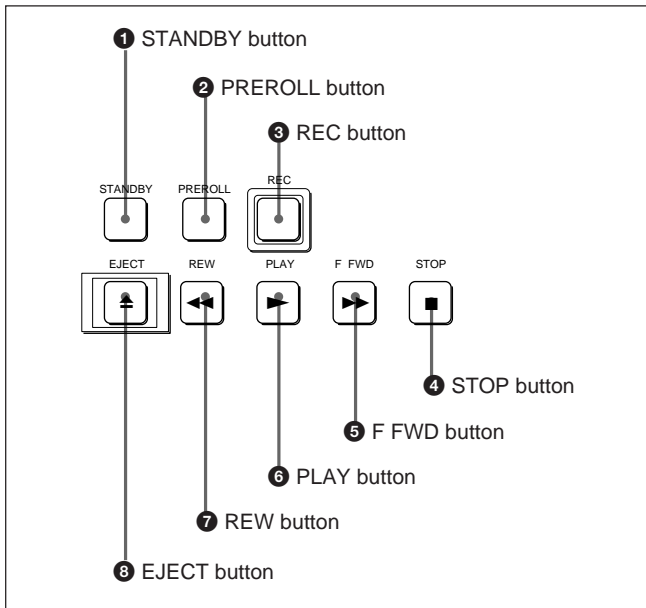
If the IN point is not set, the preview is carried out with the point where you pressed this button as the IN point.

During the preview it is lit, and when the preview ends it flashes.

Use this button also to carry out a review of the editing results after carrying out automatic editing.

## 2-1 Control Panels

### 5 Tape/disk transport control section



#### 1 STANDBY button

Use this as follows, depending on the currently selected device.

#### For TAPE

When a cassette is inserted and this button is off, to put the VTR in standby mode, press the button, turning it on.

In standby mode, the drum is rotating and the tape is in contact with the drum. As a result, recording or playback can start immediately.

To end standby mode, press the STANDBY button, turning it off.

If 8 minutes (value can be varied using extended menu item 501) elapse in standby mode, the unit automatically switches out of standby mode to protect the tape.

#### For MASTER or PROGRAM

Pressing this button has no effect. When a file on the hard disk is open for recording or playback, this button lights.

#### 2 PREROLL button

Press this button to cue up to the preroll point (before the IN point by the time set as the preroll time) on the tape or hard disk. You can change or select the preroll time and the state of the unit at the end of preroll (“stop mode”<sup>1)</sup> or still playback mode) using basic menu item 001 or extended menu item 401.

#### Cuing up edit points

Hold down the IN, OUT, AUDIO IN, or AUDIO OUT button while pressing this button to cue up to the corresponding edit point.

#### 3 REC (record) button

To start recording, press this button together with the PLAY button, turning it on.

#### Monitoring in E-E mode

When the unit is in stop mode, when you press this button it lights, and you can monitor the video and audio in E-E mode. To return to the original state, press the STOP button.

During playback, search, fast forward, or rewind, while this button is held down you can monitor the video and audio in E-E mode. In this case the button does not light.

#### 4 STOP button

To stop recording or playback, press this button, turning it on.

When you stop playback, the unit switches either to still playback or to E-E mode according to setup menu settings, and the settings of the PB.EE button and PB button.

1) Stop mode: the state in which the device currently the subject of operation is stopped, and the STOP button is lit.



## Fault display function

This flashes in the following cases related to reference signals:

- When the player is EXT.
  - When the OUT REF switch on the subsidiary control panel is set to INPUT VIDEO, and there is no input video signal.
  - When the OUT REF switch on the subsidiary control panel is set to REF, and there is no external reference signal input or the input external reference signal is not synchronized to the input video signal.

- When the player is other than EXT (when the player is an internal device)
 

There is no external reference signal input, regardless of the setting of the OUT REF switch on the subsidiary control panel.

You can disable this function using extended menu item 105.

## ⑤ F FWD (fast forward) button

To use this button, press it, turning it on. Its function depends on the currently selected device, as follows.

### For TAPE

This fast forwards the tape.

While the INDEX button is lit, this cues up to index information detected during the fast forwarding operation.

### For MASTER or PROGRAM

The effect in this case depends on whether the INDEX button is lit or off, as follows:

- **When the INDEX button is off:**

Skips to the end of the last file or event.
- **When the INDEX button is lit:**

Skips to the beginning of the next file or event.

If the current file or event is the last one, skips to its end.

When events are being manually recorded on the hard disk (MASTER), the event currently being recorded is regarded as the last event.

*For information about the relationship between files and events, see Section 5-1, “Overview” (page 5-1).*

## ⑥ PLAY button

To start playback, press this button, turning it on.

### To operate in capstan override mode (when using tape)

Hold down this button, and turn the search dial.

*For details of capstan override mode, see the item relating to the search dial (page 2-18).*

## ⑦ REW (rewind) button

To use this button, press it, turning it on. Its function depends on the currently selected device, as follows.

### For TAPE

This rewinds the tape.

While the INDEX button is lit, this cues up to index information detected during the rewinding operation.

### For MASTER or PROGRAM

The effect in this case depends on whether the INDEX button is lit or off, as follows:

- **When the INDEX button is off:**

Skips to the beginning of the first file or event.
- **When the INDEX button is lit:**

Skips to the beginning of the current file or event.

When the unit is in record mode, recording ends.

If the current position is at the beginning of a file or event, skips to the beginning of the previous file or event.

## ⑧ EJECT button

Use this as follows, depending on the currently selected device.

### For TAPE

Press this button to eject the cassette. While the cassette is being ejected, this button lights.

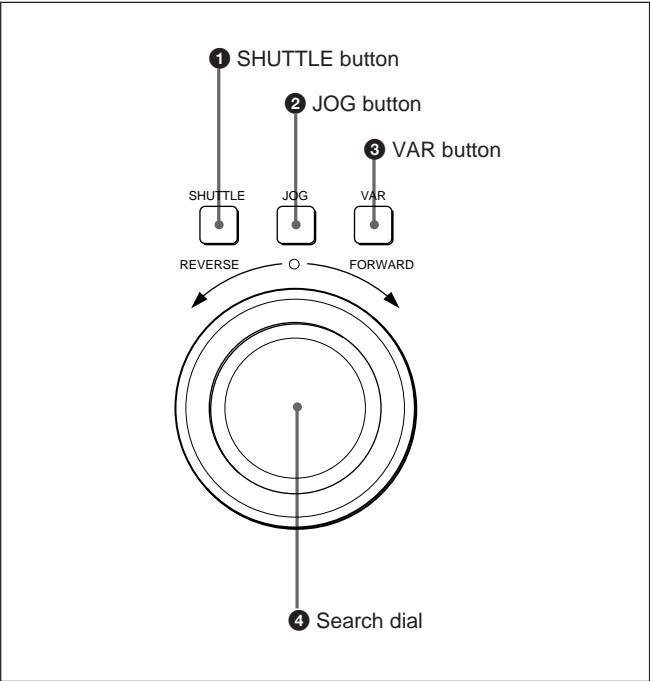
### For MASTER or PROGRAM

Press this button to close a file.

This aborts the current operation, and closes the file. The STANDBY button goes off, and the EJECT button lights.

## 2-1 Control Panels

### 6 Search control section



#### 1 SHUTTLE button

To use the search dial for playback in shuttle mode, press this button, turning it on.

For details of playback in shuttle mode, see the item for the search dial 4.

#### 2 JOG button

To use the search dial for playback in jog mode, press this button, turning it on.

For details of playback in jog mode, see the item for the search dial 4.

#### 3 VAR (variable) button

To use the search dial for playback in variable speed mode, press this button, turning it on.

For details of playback in variable mode, see the item for the search dial 4.

#### 4 Search dial

Turn this to carry out playback in the modes shown in the following table. Turn the dial clockwise for forward playback and counterclockwise for reverse playback.

Pressing the dial toggles between shuttle and jog modes or between variable and jog modes.

You can carry out noiseless playback over the whole playback speed range from the hard disk, and in the range of  $\pm 1$  times normal speed from a Betacam SX format tape.

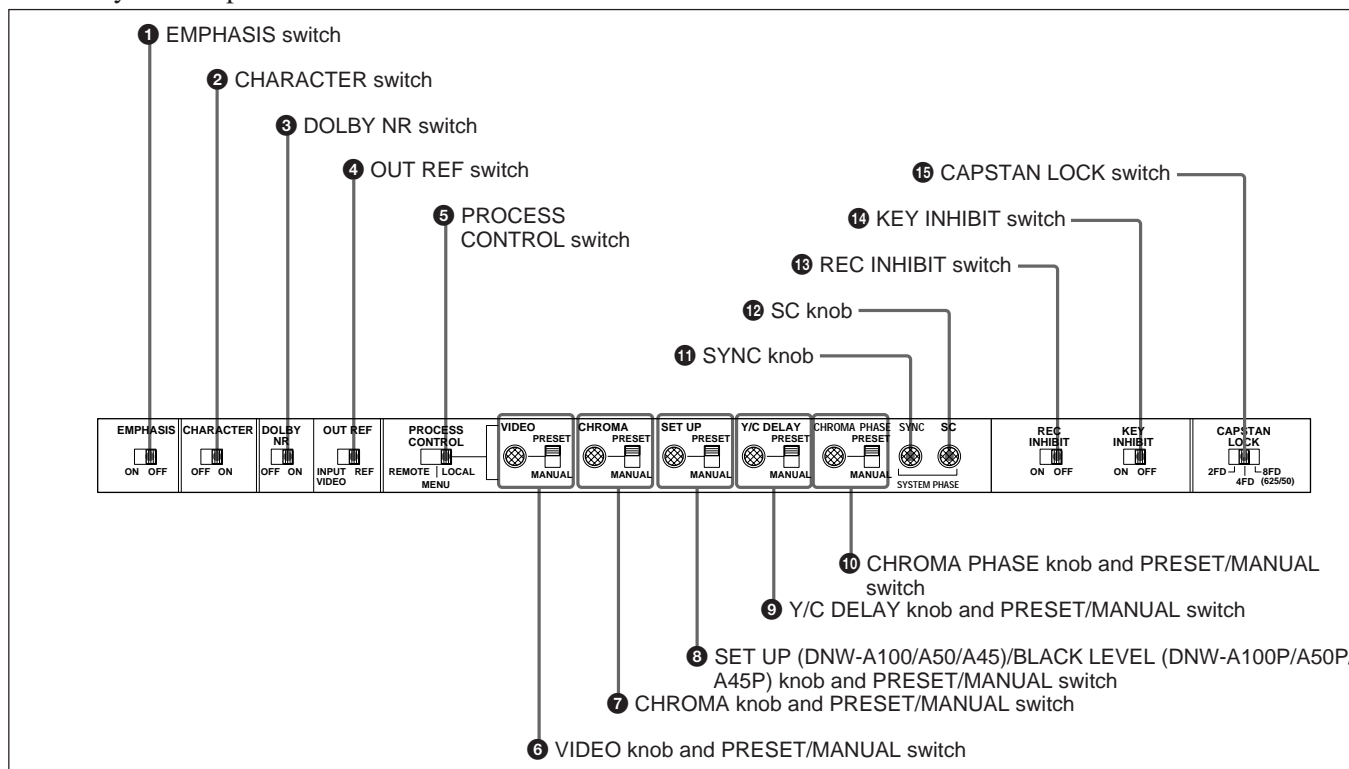
Playback modes using the search dial

| Playback mode                   | Operations and functions   |
|---------------------------------|--|
| Shuttle                         | <p>Press the SHUTTLE button or the search dial so that the SHUTTLE button lights, then turn the search dial. Playback is carried out at a speed determined by the position of the search dial. The playback speed range is as follows:</p> <ul style="list-style-type: none"><li>• Using a Betacam SX tape: <math>-50</math> to <math>+50</math> times normal speed</li><li>• Using an analog Betacam tape: <math>-35</math> to <math>+35</math> times normal speed for DNW-A100/A50/A45 or <math>-42</math> to <math>+42</math> times normal speed for DNW-A100P/A50P/A45P</li><li>• Using the hard disk: <math>-100</math> to <math>+100</math> times normal speed</li></ul> <p>The search dial has detents at the still position and at <math>\pm 10</math> times normal speed. The maximum shuttle mode playback speed can be changed by changing the setting of item 102 in the extended menu (see page 7-9).</p> |
| Jog                             | <p>Press the JOG button or the search dial so that the JOG button lights, then turn the search dial. Playback is carried out at a speed determined by the speed of rotation of the search dial. The playback speed range is <math>-1</math> to <math>+1</math> time normal speed:</p> <p>The search dial has no detents.</p>   |
| Variable speed                  | <p>Press the VAR button, turning it on, then turn the search dial. You can control the playback speed finely (47 steps) in the range of <math>\pm 1</math> times normal speed. The search dial has detents at the still position and at <math>\pm 1</math> times normal speed.</p>   |
| Capstan override (using a tape) | <p>Hold down the PLAY button and turn the search dial to adjust the playback speed in the range of <math>\pm 15\%</math>. Use this for phase adjustment between this unit and an external connected device.</p>  |

Changing the setting of extended menu item 101 enables you to use the search dial alone to select shuttle/jog/variable speed modes, without using the SHUTTLE, JOG, and VAR buttons.

## 2-1-3 Subsidiary Control Panel

Pull out the lower control panel to reveal the subsidiary control panel.



### 1 EMPHASIS switch

Set this to ON to apply emphasis to an analog input audio signal or analog playback audio signal to convert the analog audio signal to a digital audio signal.

### 2 CHARACTER switch

Select whether or not to superimpose text information such as time code, menu settings, and alarm messages on the video signal output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

**ON:** Superimposed text.

**OFF:** No superimposed text.

The factory default setting is ON.

### 3 DOLBY NR (noise reduction) switch

When using an oxide tape, switch the Dolby noise-reduction system for analog audio on or off.

When using metal tape, the Dolby noise-reduction system is automatically switched on, regardless of the setting of this switch.

**ON:** Enable the Dolby noise-reduction system for playback of an analog Betacam oxide tape.

**OFF:** Disable the Dolby noise-reduction system for playback of an analog Betacam oxide tape. The factory default setting is OFF.

### 4 OUT REF (reference) switch

When the device specification buttons (*see page 2-12*) are set to select an external device (EXT) as the player, this switch selects the reference signal for this unit depending on the combination of the setting of extended menu item 309 and the operating state of the unit. (If other than an external device is specified as the player, then regardless of the setting of this switch, the signal input to the REF. VIDEO connector is always selected as the reference signal.)

**REF:** Use the signal input to the REF. VIDEO connector as the reference signal. During recording input digital audio and video signals must be synchronized with this signal.

**INPUT VIDEO:** Use the input video signal selected by the VIDEO INPUT SELECT switch as the reference signal.

### Note

Operating this switch during playback may cause a momentary interruption of the playback sound.

## 2-1 Control Panels

### 5 PROCESS CONTROL switch

This selects the method of control of the internal digital video processor.

**REMOTE:** Select this position to use an optional BVR-50/50P Remote Control Unit for remote control of the internal digital video processor.

**MENU:** Select this position to use setup menus to change the settings for the internal digital video processor.

**LOCAL:** Select this position to use the subsidiary control panel to change the settings for the internal digital video processor.

### 6 VIDEO knob and PRESET/MANUAL switch

The switch makes the selection described immediately below. When it is set to MANUAL, you can use the knob to adjust the video signal output level.

**PRESET:** Regardless of the position of the knob, the video signal output level is set to the reference value.

**MANUAL:** You can adjust the video signal output level in the range  $\pm 3$  dB.

You can change the adjustment range using extended menu item 714.

### 7 CHROMA (chrominance) knob and PRESET/MANUAL switch

The switch makes the selection described immediately below. When it is set to MANUAL, you can use the knob to adjust the chrominance signal output level.

**PRESET:** Regardless of the position of the knob, the chrominance signal output level is set to the reference value.

**MANUAL:** You can adjust the chrominance signal output level in the range  $\pm 3$  dB.

You can change the adjustment range using extended menu item 714.

### 8 SET UP (DNW-A100/A50/A45) / BLACK LEVEL (DNW-A100P/A50P/A45P) knob and PRESET/MANUAL switch

The switch makes the selection described immediately below. When it is set to MANUAL, you can use the knob to adjust the (black) setup level (525/60 system) or black level (625/50 system).

**PRESET:** Regardless of the position of the knob, the setup level (525/60 system) or black level (625/50 system) is set to the reference value.

**MANUAL:** You can adjust the setup level (525/60 system) in the range  $\pm 30$  IRE<sup>1)</sup>, or the black level (625/50 system) in the range  $\pm 210$  mV.

### 9 Y/C DELAY knob and PRESET/MANUAL switch

The switch is effective only for playback of video recorded in Betacam or Betacam SP format. It makes the selection described immediately below. When it is set to MANUAL, you can use the knob to adjust the Y/C delay.

**PRESET:** Regardless of the position of the knob, the Y/C delay is set to the reference value.

**MANUAL:** You can adjust the Y/C delay in the range  $\pm 100$  ns.

### 10 CHROMA (chrominance) PHASE knob and PRESET/MANUAL switch

The switch makes the selection described immediately below. When it is set to MANUAL, you can use the knob to adjust the chrominance phase (the phase difference from a burst signal).

**PRESET:** Regardless of the position of the knob, the chrominance phase is set to the reference value.

**MANUAL:** You can adjust the chrominance phase in the range  $\pm 30^\circ$ .

### 11 SYNC knob

This adjusts the output signal sync phase with respect to the input reference signal to this unit, in a range of  $\pm 15$   $\mu$ s.

Use this adjustment when the output phase of this unit is not accurately aligned with the reference signal phase, or when carrying out special effects editing with this unit and other VTRs connected to a switcher or other equipment.

1) IRE: A unit for representing a video level laid down by the IRE (Institute of Radio Engineers). The IRE is now the IEEE (Institute of Electrical and Electronic Engineers).

**12 SC (subcarrier) knob**

This adjusts the output signal subcarrier phase with respect to the input reference signal to this unit, in a range of  $\pm 200$  ns.

For editing with composite signals, use this adjustment when the output phase of this unit with respect to the phase of the reference signal is not accurately aligned with the subcarrier phase. This adjustment does not affect the output SCH (subcarrier - sync) phase, which remains constant.

**13 REC (record) INHIBIT switch**

When this switch is in the ON position, the REC INHIBIT indicator in the lower control panel lights, and recording on tape is no longer possible. (Recording to the hard disk is not inhibited.)

**14 KEY INHIBIT switch**

When this switch is in the ON position, the KEY INHIBIT indicator in the lower control panel lights, and the buttons in the upper control panel and lower control panel specified by the setting of extended menu item 118 are disabled.

**15 CAPSTAN LOCK switch**

For playback and editing from tape, this switch selects the capstan lock mode.

**For DNW-A100/A50/A45**

**2FD:** The capstan servo locks every two fields.

- There may be a color framing difference between the tape playback output and the reference signal selected by the OUT REF switch.
- For assemble editing, there may be a color framing discontinuity at edit points.

During playback of a tape recorded with a composite signal as source, there may be a horizontal shift (H shift) of the image. (When extended menu item 712 is set to ON.)

**4FD:** The capstan servo locks every four fields.

- There is no color framing difference between the tape playback output and the reference signal selected by the OUT REF switch.
- For assemble editing, color framing continuity at edit points is assured.

During playback of a tape recorded with a composite signal as source, no horizontal shift (H shift) of the image occurs.

Select this position for editing and playback of composite signals when video phase continuity at edit points is required, or for A/B roll editing.

**8FD (625/50):** This position is not normally used in a 525/60 system.

If you select this position in a 625/50 system, the tape playback output is subject to virtual color framing, frame-locked to the reference signal selected by the OUT REF switch. (This unit is not subject to color frame locking to the reference signal.)

**Note**

When the unit is set to operate in the 625/50 (PAL) system using basic menu item 013, you cannot use composite input signals. (The BKDW-505 composite input option is for 525/60 systems only.)

**For DNW-A100P/A50P/A45P**

**2FD/4FD:** The capstan servo locks every two fields (2FD)/four fields (4FD).

- There may be a color framing difference between the tape playback output and the reference signal selected by the OUT REF switch.
- For assemble editing, there may be a color framing discontinuity at edit points.

During playback of a tape recorded with a composite signal as source, there may be a horizontal shift (H shift) of the image. (When extended menu item 712 is set to ON.)

**8FD:** The capstan servo locks every eight fields.

- There is no color framing difference between the tape playback output and the reference signal selected by the OUT REF switch.
- For assemble editing, color framing continuity at edit points is assured.

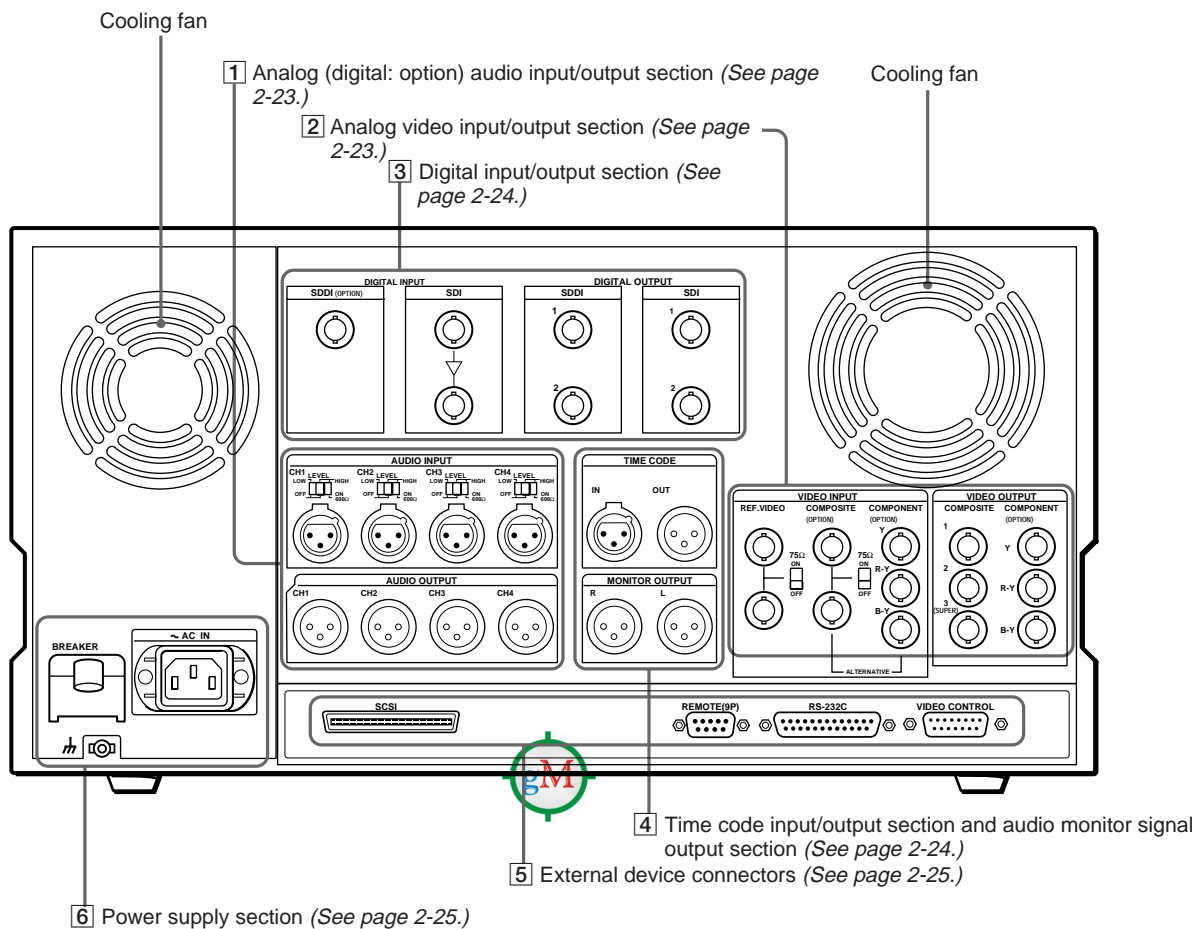
During playback of a tape recorded with a composite signal as source, no horizontal shift (H shift) of the image occurs.

Select this position for editing and playback of composite signals when video phase continuity at edit points is required, or for A/B roll editing.

**Note**

When the unit is set to operate in the 525/60 (NTSC) system using basic menu item 013, you cannot use composite input signals. (The BKDW-506 composite input option is for 625/50 systems only.)

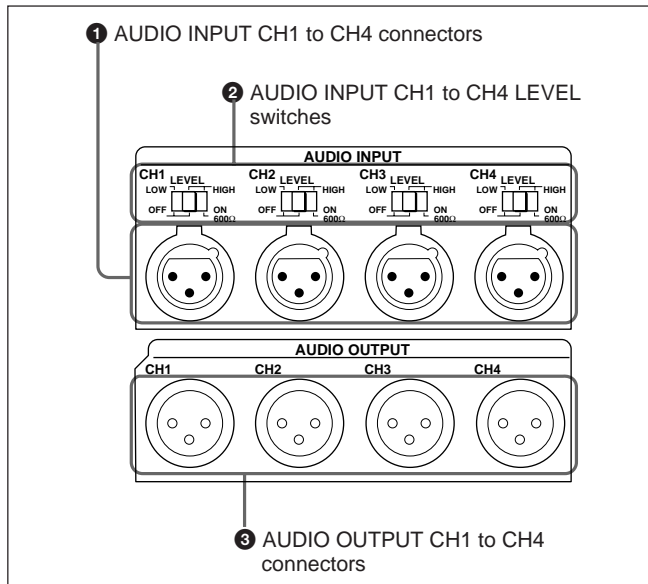
## 2-2 Connector Panel





## 1 Analog (digital: option) audio input/output section

In the standard version this is an analog audio input/output section. By means of an option, you can replace it by AES/EBU digital audio inputs and outputs.



### 1 AUDIO INPUT CH1 to CH4 (channels 1 to 4) connectors (XLR 3-pin, female)

Input analog audio signals to channels 1 to 4.

### 2 AUDIO INPUT CH1 to CH4 (channels 1 to 4) LEVEL switches

Set these for each channel as shown in the following table, according to the audio input levels to the AUDIO INPUT CH1 to CH4 connectors and the impedance.

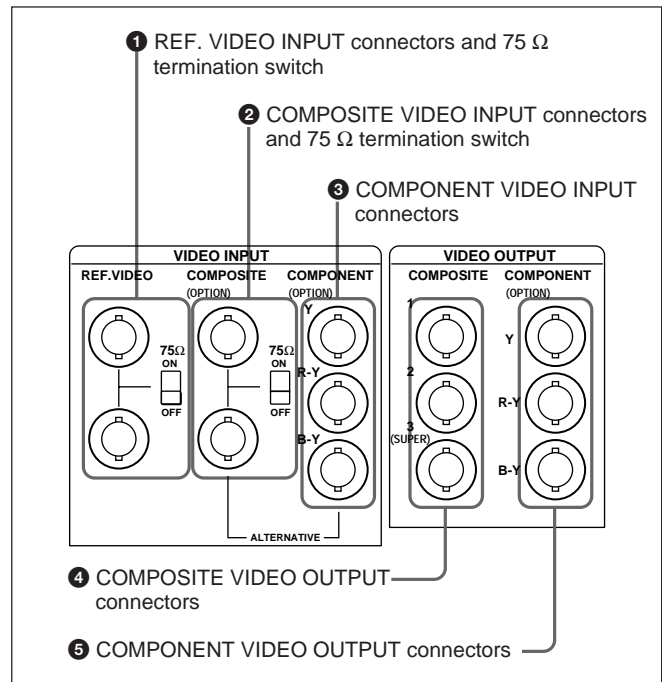
AUDIO INPUT CH1 to CH4 LEVEL switch settings

| Audio input level and impedance |                                   | Switch setting                    |
|---------------------------------|-----------------------------------|-----------------------------------|
| Level                           | Impedance                         |                                   |
| –60 dBu<br>(microphone input)   | High impedance<br>(approx. 20 kΩ) | LOW-OFF<br>(left position)        |
| +4 dBu<br>(line audio input)    | High impedance<br>(approx. 20 kΩ) | HIGH-OFF<br>(center position)     |
| +4 dBm<br>(line audio input)    | 600 Ω                             | HIGH-ON 600 Ω<br>(right position) |

### 3 AUDIO OUTPUT CH1 to CH4 connectors (XLR 3-pin, male)

These output analog audio signals for channels 1 to 4.

## 2 Analog video input/output section



### 1 REF. (reference) VIDEO INPUT connectors (BNC type) and 75 Ω termination switch

Input a reference video signal. Input a video signal with chroma burst (VBS) or a monochrome video signal (VS). When using the loop-through connection set the switch to the OFF position, and otherwise to the ON position.

### 2 COMPOSITE VIDEO INPUT connectors (BNC type) and 75 Ω termination switch

Input analog composite video signals. When using the loop-through connection set the switch to the OFF position, and otherwise to the ON position. Of these and the COMPONENT VIDEO INPUT connectors **3**, only one set can be used, according to an option.

To use these connectors requires the BKDW-505 (for DNW-A100/A50/A45) or BKDW-506 (for DNW-A100P/A50P/A45P) option.

### 3 COMPONENT VIDEO INPUT connectors (BNC type)

Input analog component video signals (Y/R–Y/B–Y). Of these and the COMPOSITE VIDEO INPUT connectors **2**, only one set can be used, according to an option.

To use these connectors requires the BKDW-104 option.

## 2-2 Connector Panel

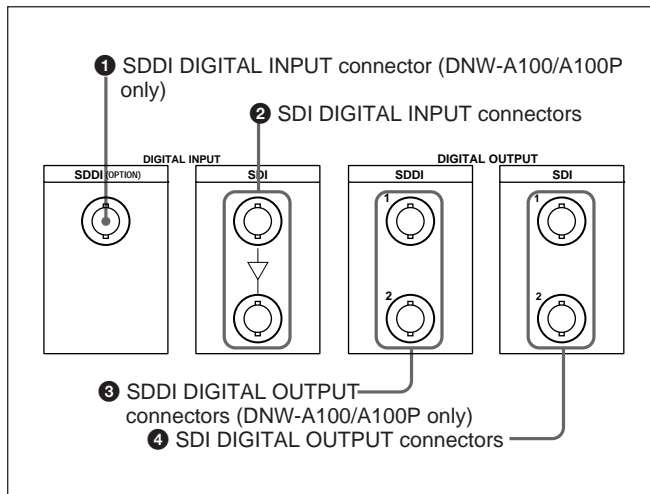
### ④ COMPOSITE VIDEO OUTPUT connectors (BNC type)

These output analog composite video signals. When the CHARACTER switch on the subsidiary control panel is set to ON, the output from connector 3 (SUPER) has superimposed text information such as time code, menu settings, and alarm messages.

### ⑤ COMPONENT VIDEO OUTPUT connectors (BNC type)

These output analog component video signals (Y/R–Y/B–Y).

### ③ Digital input/output section



#### ① SDDI (Serial Digital Data Interface) DIGITAL INPUT connector (BNC type) (DNW-A100/A100P only)

Input SDDI format digital video/audio signals. This connector can only be used when the optional SDDI input board is installed.

#### ② SDI (Serial Digital Interface) DIGITAL INPUT connectors (BNC type)

Input D1 format digital video/audio signals. Of the two connectors, the upper one is for input, and the lower one is for a active-through connection.

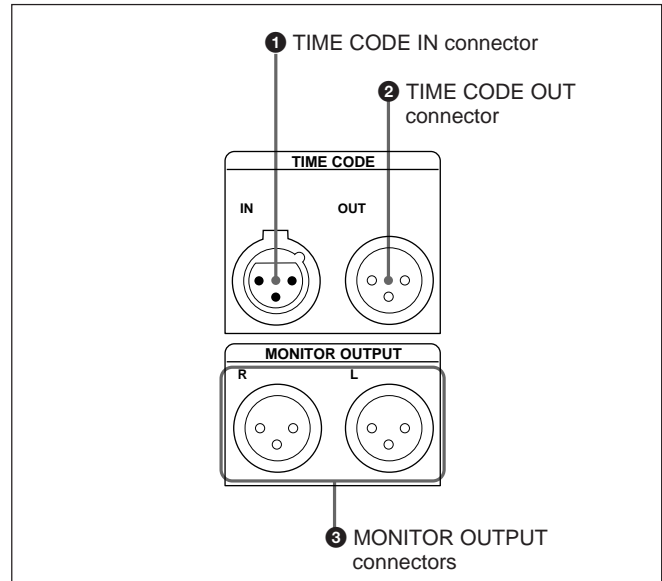
#### ③ SDDI (Serial Digital Data Interface) DIGITAL OUTPUT connectors (BNC type) (DNW-A100/A100P only)

These output SDDI format digital video/audio signals.

#### ④ SDI (Serial Digital Interface) DIGITAL OUTPUT connectors (BNC type)

These output D1 format digital video/audio signals.

### ④ Time code input/output section and audio monitor signal output section



#### ① TIME CODE IN connector (XLR 3-pin, female)

To record time code from an external device, input a time code signal from the time code output connector of the other device.

#### ② TIME CODE OUT connector (XLR 3-pin, male)

This outputs a time code according to the operating state of the unit, as follows:

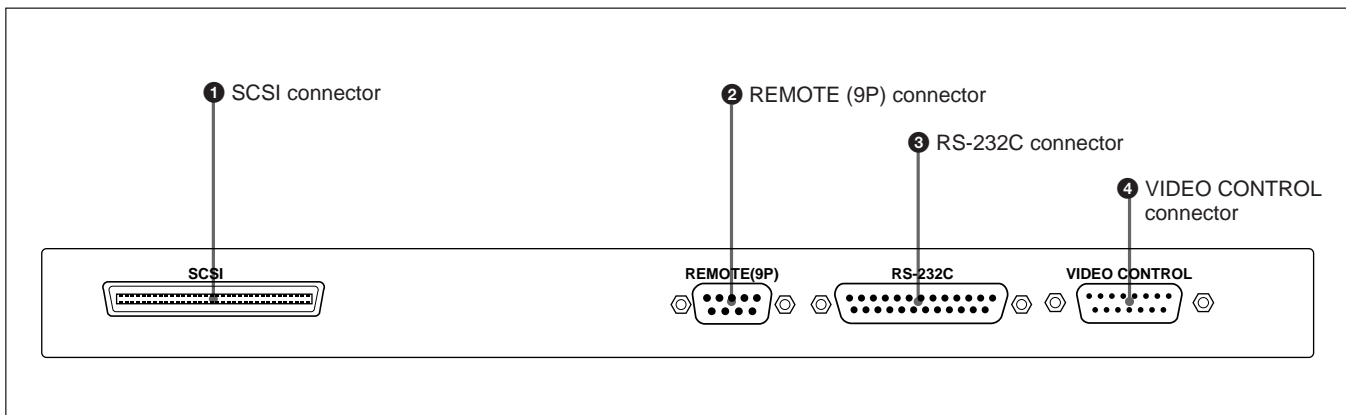
- During playback: the playback time code  
By setting extended menu item 606, you can also output the time code from the internal time code generator locked to the playback time code..
- During recording: the time code generated by the internal time code generator or the time code input to the TIME CODE IN connector.

#### ③ MONITOR OUTPUT connectors (XLR 3-pin, male)

According to the setting of the AUDIO INPUT / MONITOR SELECT buttons (Before Version 2.00) or the AUDIO INPUT/MIXING/MONITOR SELECT buttons (Version 2.00 or later) on the upper control panel, two (L and R) audio monitor signals are output.



## 5 External device connectors



### 1 SCSI connector (68-pin)

Use this for connection to another device supporting SCSI 2.

#### Note

If this connector is not used, be sure to attach a SCSI terminator. If no SCSI terminator is attached, the hard disk may malfunction.

### 2 REMOTE (9P) connector (D-subminiature 9-pin)

For editing with two DNW-A100/A100P units, or with another D-1, D-2, or Betacam VTR controlled by a BVE-series editor such as a BVE-900/910/2000/9000/9000P/9100/9100P, use a 9-pin remote control cable for connection to the other device.

### 3 RS-232C connector (D-subminiature 25-pin)

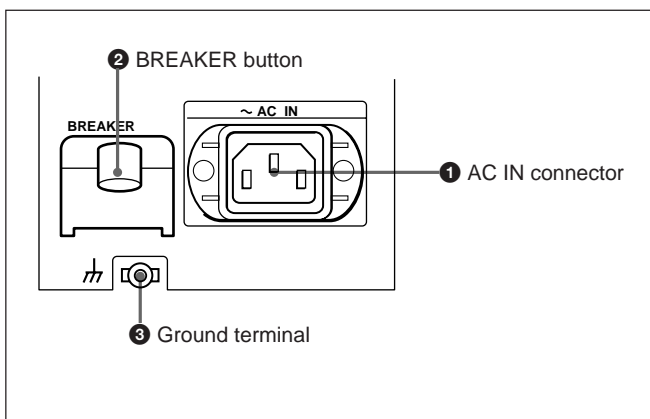
Use this for monitoring and diagnosis of the state of this unit from an external computer, using ISR (Interactive Status Reporting).

### 4 VIDEO CONTROL connector (D-subminiature 15-pin)

For remote control of the internal digital video processor, connect an optional BVR-50/50P Remote Control Unit or similar.

Always power off this unit before connecting the remote control unit.

## 6 Power supply section



### 1 AC IN connector

Use the supplied power cord to connect this to an AC outlet.

### 2 BREAKER button

This jumps out if an excess current flows on the primary side of the AC power circuit.

### 3 Ground terminal

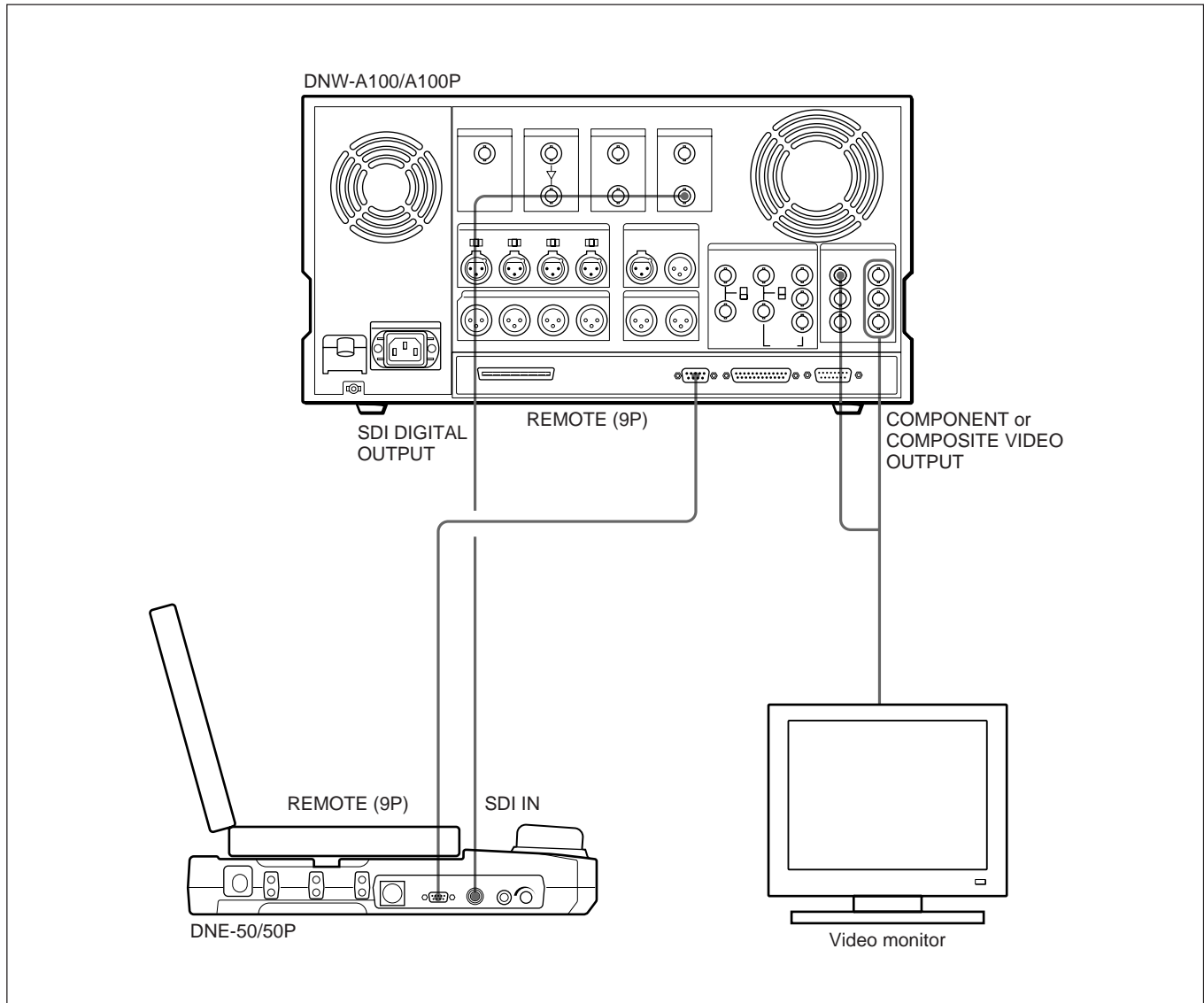
Connect this to ground.



## 3-1 Connections to External Devices

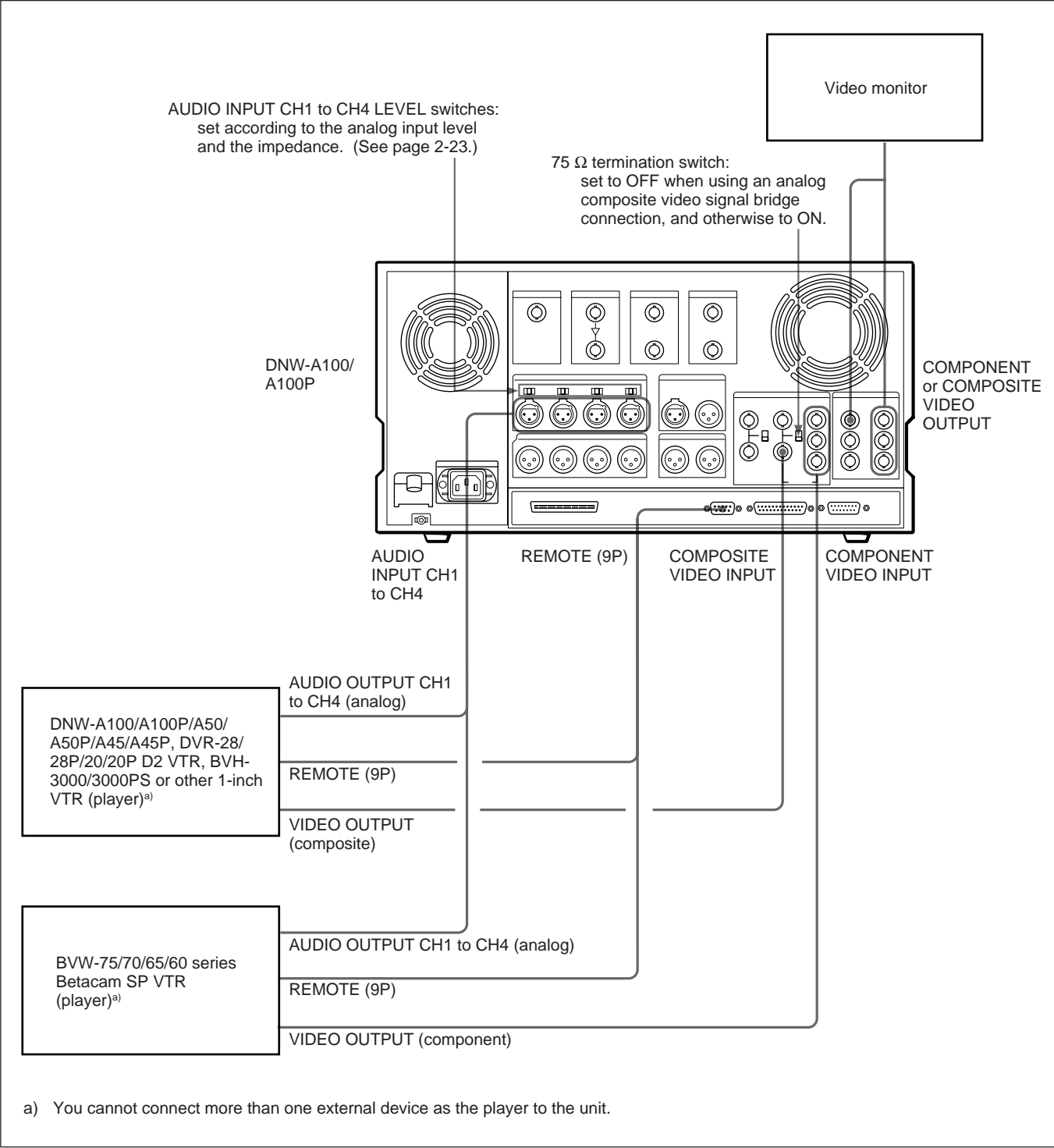
This section gives examples of how to connect an external editor to the unit, or how to use the unit connected to an analog device such as a Betacam SP VTR.

### • Connection to a DNE-50/50P external editor



### 3-1 Connections to External Devices

•Connection to an analog device



## 3-2 Reference Signals for Video Output and Servo System

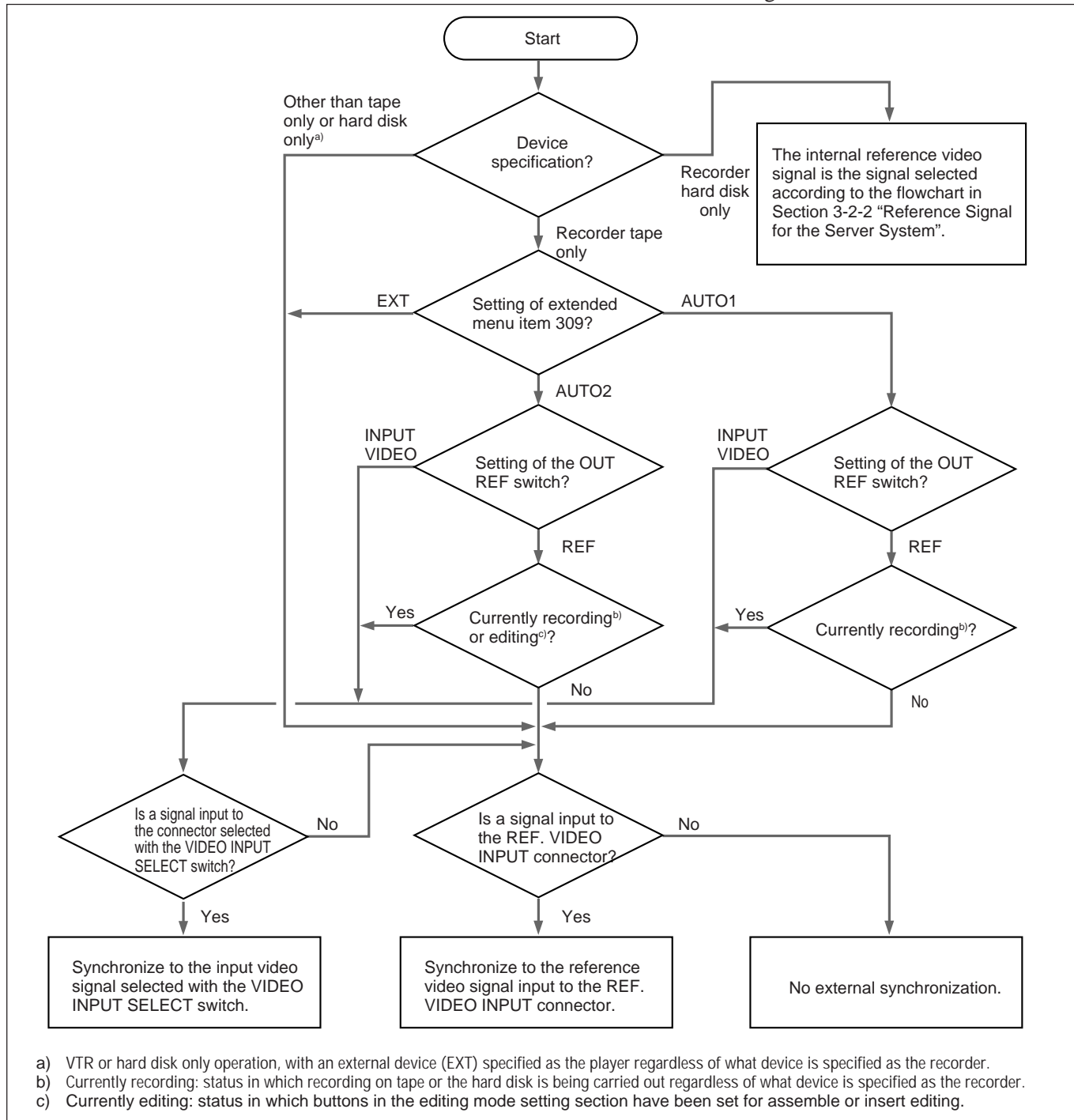
This section describes how reference signals for the video output signals and servo system are selected.

The output from the internal reference video signal generator is supplied to the output video signal and servo circuits as a reference signal.

### 3-2-1 External Sync Signal for the Internal Reference Video Signal Generator

The internal reference video signal generator is synchronized either to a reference video signal or to an input video signal. Depending on the settings of the

OUT REF switch on the subsidiary control panel and extended menu item 309, and the input signal selection, the external synchronization status is as shown in the following flowchart.

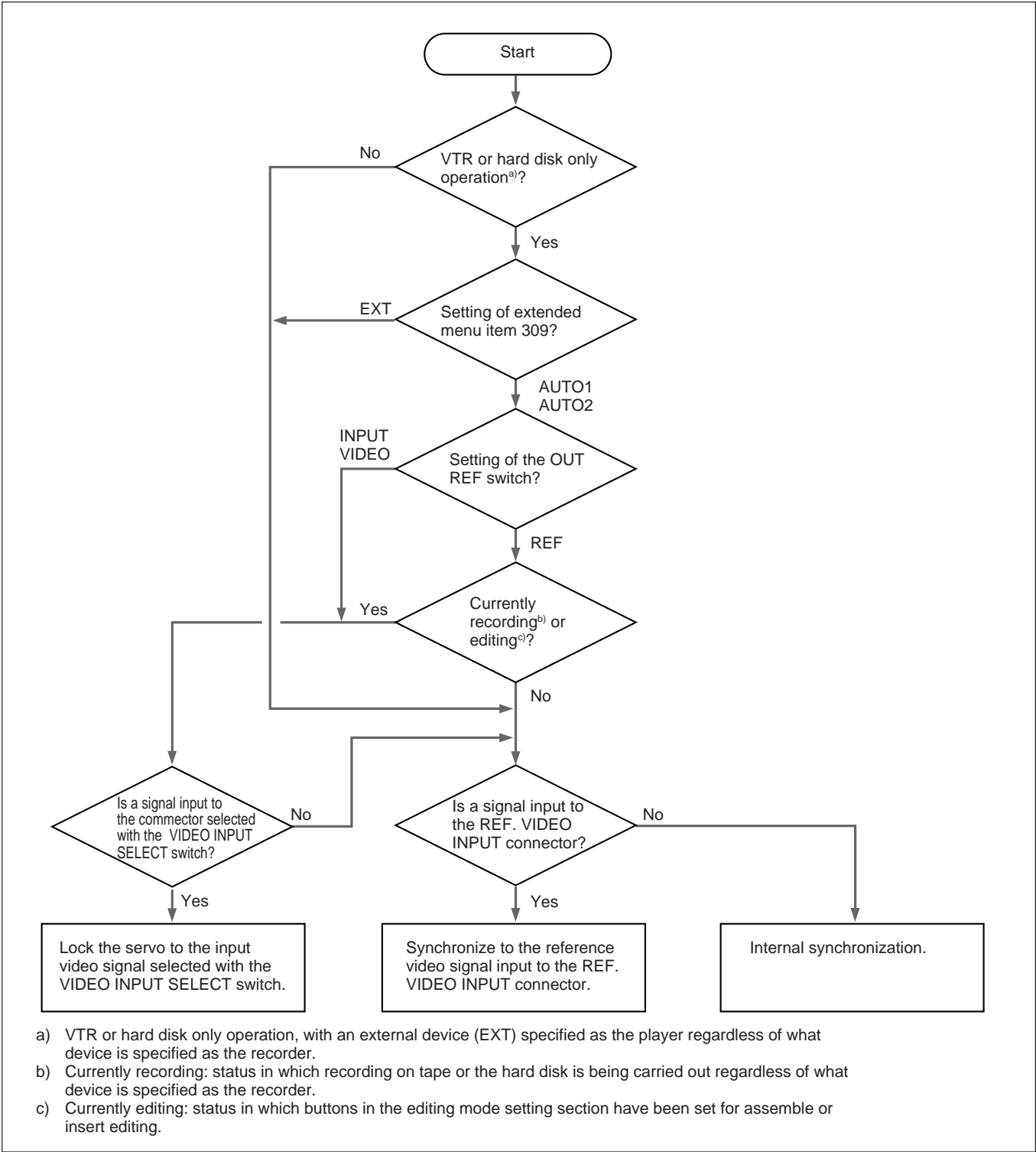


## 3-2 Reference Signals for Video Output and Servo System

### 3-2-2 Reference Signal for the Servo System

The VTR automatically selects either the input video signal or the output from the internal reference video signal generator as the reference signal for the servo

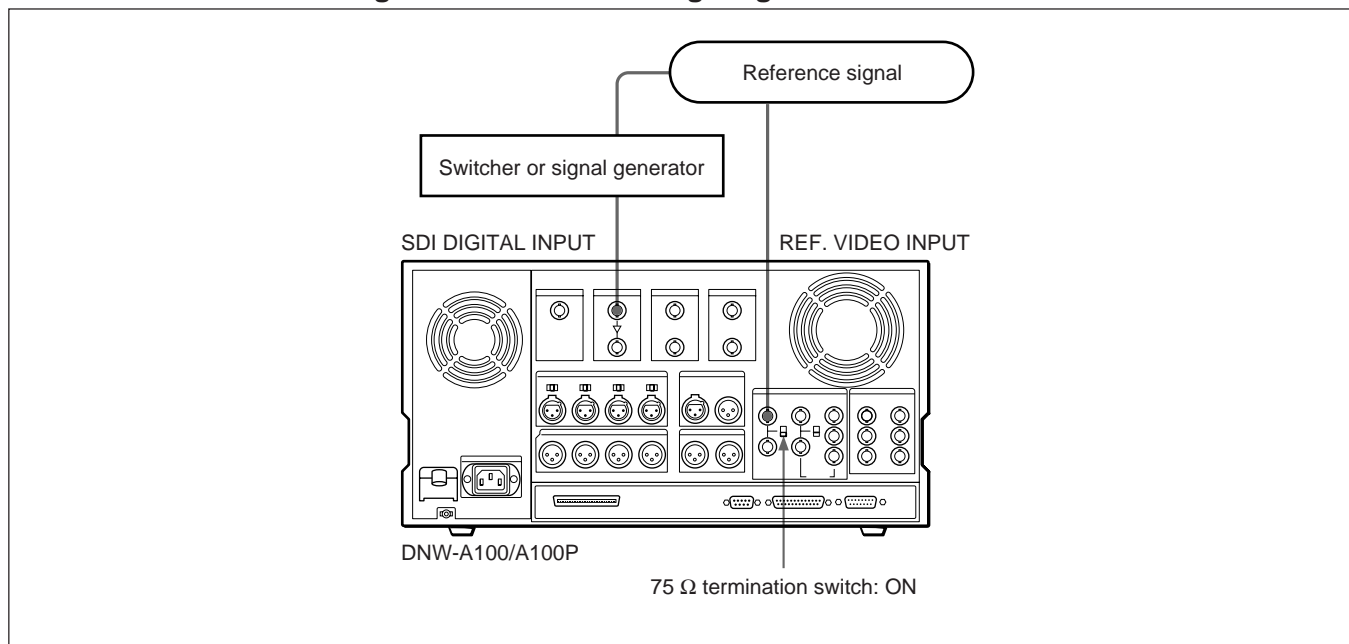
system. Which of the two signals is selected depends on the operational status of the VTR, as shown in the following flowchart.



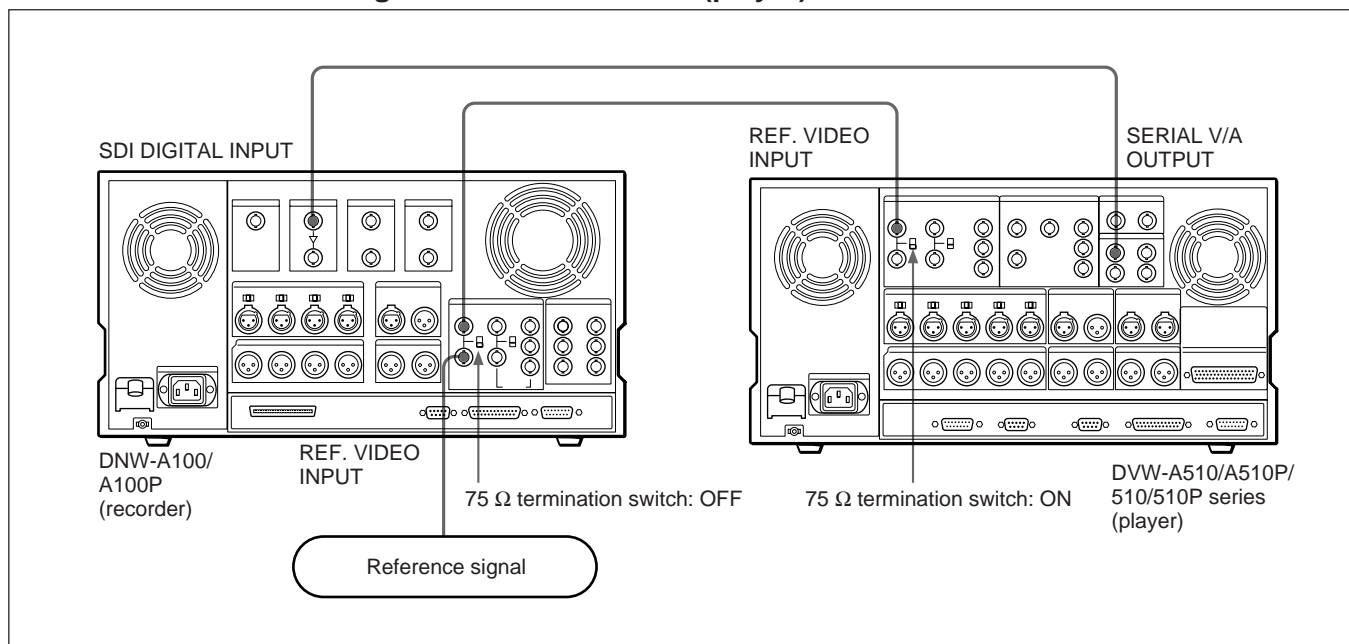
### 3-2-3 Connecting Reference Signals

Connect reference signals as shown below, according to the way in which the unit is to be used.

#### •Connections for recording from a switcher or signal generator

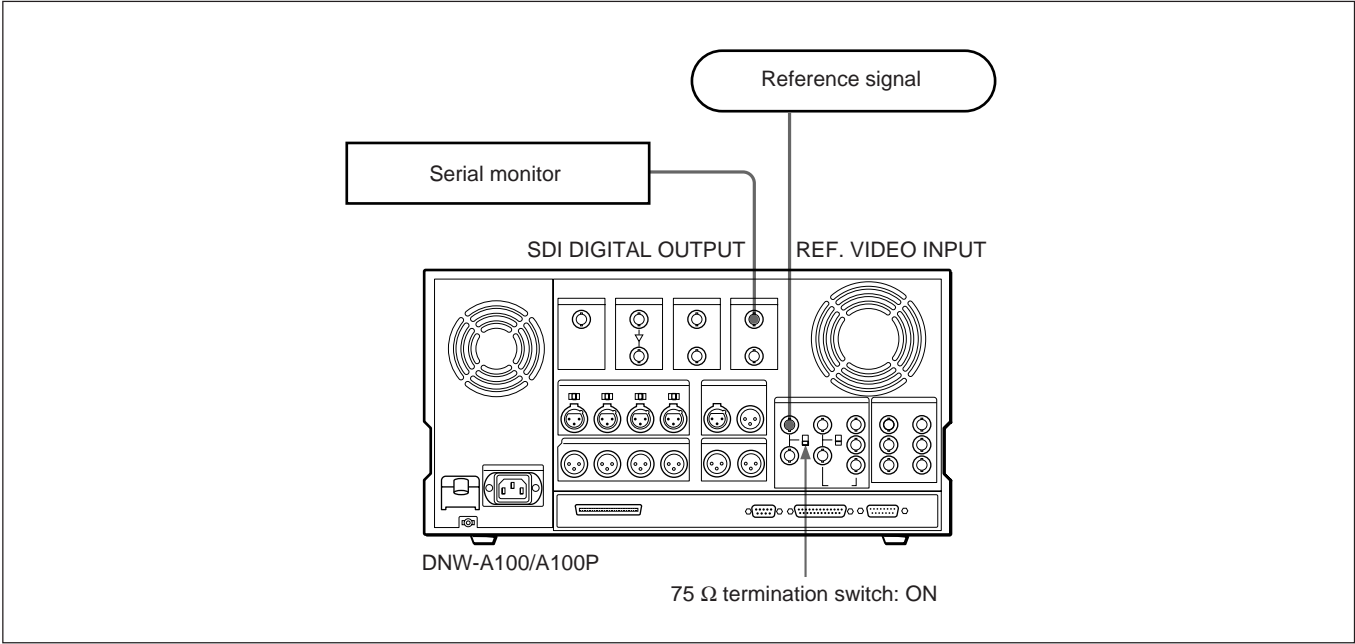


#### •Connections for recording from an external VTR (player)



### 3-2 Reference Signals for Video Output and Servo System

•Connections for playback





## 3-3 Setup

The principal setup operations before operating this unit can be carried out using setup menus.

The setup menus of this unit comprise a basic menu, an extended menu, and a disk file management menu.

The contents of these menus are as follows.

### Basic menu:

- Items relating to the hours meter
- Items relating to operation
- Items relating to menu banks

### Extended menu:

- Items relating to the control panels
- Items relating to the remote control interface
- Items relating to editing operations
- Items relating to preroll
- Items relating to tape protection
- Items relating to the time code generator
- Items relating to video control
- Items relating to audio control
- Items relating to digital processing

### Disk file management menu:

Items relating to the creation and management of files on the built-in hard disk.

*For detailed information about the items, except for the basic menu items relating to the hours meter, of these menus and how to use them, see Chapter 7, “Menu System”.*

*For details of the basic menu items relating to the hours meter, see Section 8-5, “Digital Hours Meter” (page 8-3).*

This unit allows four different sets of menu settings to be saved in what are termed “menu banks” numbered 1 to 4. Saved sets of menu settings can be recalled for use as required.

*For more information about the menu banks, see the section “Menu bank operations (menu items B01 to B14)” (page 7-8).*

## 3-4 Superimposed Character Information

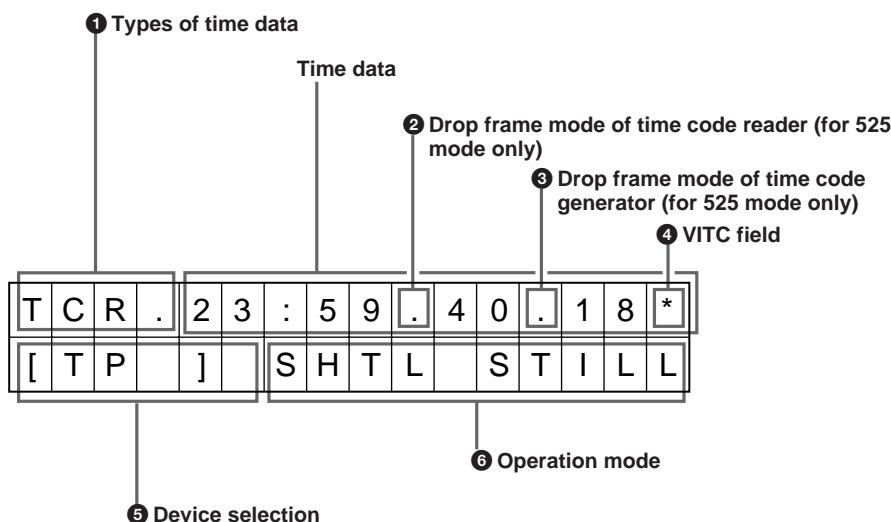
When the CHARACTER switch on the subsidiary control panel is set to ON, the video signal output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector contains superimposed character information, including time code, menu settings, and alarm messages.

### Adjusting the character display

You can adjust the position, size and type of the superimposed characters using the basic menu.

*For details of the basic menu, see Section 7-2, “Basic Menu” (page 7-1).*

### Information displayed



#### Note

The display shown above corresponds to the factory default settings of the unit. Changing the setting of basic menu item 005 allows different time data to be displayed in the bottom line of the display.

*For details of basic menu item 005, see Section 7-2-1, “Items in the Basic Menu” (page 7-1).*

#### 1 Types of time data

| Display | Meaning   |
|---------|---|
| CTL     | CTL counter data  |
| TCR     | LTC reader time code  |
| UBR     | LTC reader user's bits  |
| TCR.    | VITC reader time code   |
| UBR.    | VITC reader user's bits   |
| TCG     | Time code generator time code   |
| UBG     | Time code generator user's bits   |
| IN      | IN point  |
| OUT     | OUT point   |
| AI      | Audio IN point  |
| AO      | Audio OUT point   |
| DUR     | Duration between any two of the four edit points (IN, OUT, audio IN, audio OUT) |

#### Note

If the time data or user's bits cannot be read correctly, they will be displayed with an asterisk. For example, “T\*R”, “U\*R”, “T\*R.” or “U\*R.”.

## ② Drop frame mode for time code reader (for 525 mode only)

“.”: Drop frame mode

“:”: Non-drop-frame mode

## ③ Drop frame mode for time code generator (for 525 mode only)

“.”: Drop frame mode (factory preset)

“:”: Non-drop-frame mode

## ④ VITC field

“ ” (blank): Fields 1 and 3

“\*”: Fields 2 and 4

## ⑤ Device selection

Indication of the device selected on the control panel. This is displayed in one of the following three formats depending on the unit's status.

- **[device name indication]: SELF mode**  
(RECORDER button and PLAYER button both unlit) or 9-pin remote control mode (9P indicator lit)
- **P [device name indication]: Player mode** (PLAYER button lit)
- **R [device name indication]: Recorder mode** (RECORDER button lit)

The device name indications used for this display are as follows.

**EXT:** EXT

**TP:** TAPE

**MST:** DISK MASTER

**PGM:** DISK PROGRAM

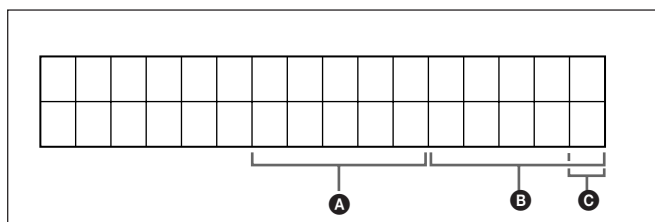
**D.P:** DISK PLAYER PORT (hard disk playback being carried out through 9-pin remote control)

**D.R:** DISK RECORDER PORT (hard disk recording being carried out through 9-pin remote control)

## ⑥ Operation mode

The field is divided into three blocks, A, B and C.

- Block A displays the operation mode.
- Block B displays the servo lock status or tape speed.
- Block C displays a ■ mark to indicate an edit section during automatic editing.



| Display    |                                 | Operation mode                      |
|------------|---------------------------------|-------------------------------------|
| Block A    | Block B                         |                                     |
| TAPE UNTHD |                                 | Cassette is not loaded.             |
| STDBY OFF  |                                 | Standby off mode                    |
| T.RELEASE  |                                 | Tape tension released               |
| STOP       |                                 | Stop mode                           |
| F.FWD      |                                 | Fast forward mode                   |
| REW        |                                 | Rewind mode                         |
| PREROLL    |                                 | Preroll mode                        |
| PLAY       |                                 | Playback mode (servo unlocked)      |
| PLAY       | LOCK                            | Playback mode (servo locked)        |
| PLAY       | Deviation from normal speed (%) | Capstan override mode               |
| REC        |                                 | Record mode (servo unlocked)        |
| REC        | LOCK                            | Record mode (servo locked)          |
| EDIT       |                                 | Edit mode (servo unlocked)          |
| EDIT       | LOCK                            | Edit mode (servo locked)            |
| JOG        | STILL                           | A still picture in jog mode         |
| JOG        | FWD                             | Jog mode in forward direction       |
| JOG        | REV                             | Jog mode in reverse direction       |
| SHTL       | (Speed)                         | Shuttle mode                        |
| VAR        | (Speed)                         | Variable mode                       |
| FEED       | (Speed)                         | Feed play mode                      |
| SPD        | (Speed)                         | Initial speed setting for feed play |
| PREVIEW    |                                 | Preview mode                        |
| AUTO EDIT  |                                 | Automatic editing mode              |
| REVIEW     |                                 | Review mode                         |

# 3-5 Cassettes

## 3-5-1 Cassette Types

This unit uses a 1/2-inch tape width for both recording and playback. You can use Betacam SX cassettes, Betacam SP cassettes (metal tape), or UVW cassettes (metal tape).

Betacam SX cassettes

|                 |                               |
|-----------------|-------------------------------|
| Small cassettes | BCT-12SX/22SX/32SX/60SX       |
| Large cassettes | BCT-64SXL/94SXL/124SXL/184SXL |

Betacam SP cassettes (metal tape)

|                 |  |
|-----------------|--|
| Small cassettes | BCT-5MA/10MA/20MA/30MA                 |
| Large cassettes | BCT-5MLA/10MLA/20MLA/30MLA/60MLA/90MLA |

UVW cassettes (metal tape)

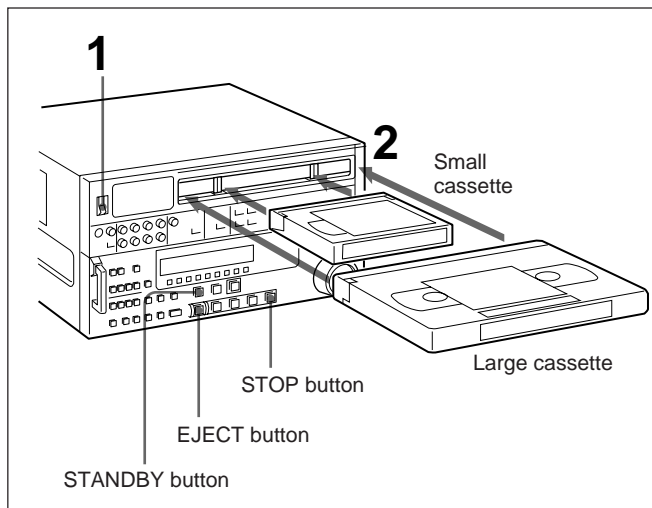
|                 |                     |
|-----------------|---------------------|
| Small cassettes | UVWT-10MA/20MA/30MA |
| Large cassettes | UVWT-60MLA/90MLA    |

The oxide tapes recorded in Betacam format can be used for playback only.

## 3-5-2 Inserting and Ejecting Cassettes

It is not possible to insert or eject a cassette unless the unit is powered on.

### Inserting a cassette



1 Turn the POWER switch on.

2 Check the following points, before inserting the cassette in the orientation shown in the figure.

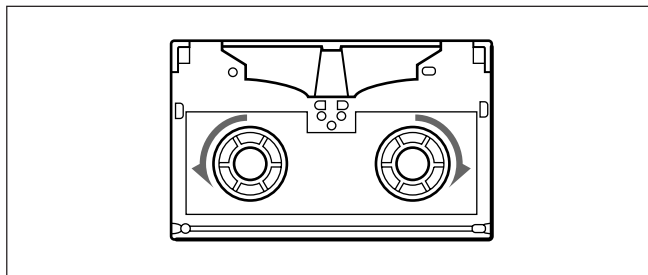
- Check that message “ERROR-10” is not shown in the time data display area 1.
- Check that there is no slack in the tape.

The cassette is drawn into the unit, and the STANDBY and STOP buttons light.

If message “ERROR-10” appears in the time data display area 1, there is moisture condensation in the unit. For steps to take when “ERROR-10” is displayed, see Section 8-4, “Moisture Condensation” (page 8-2).

### Removing slack from the tape

Press in one of the reels with a finger, and turn gently in the direction shown by the arrows until there is no slack in the tape.



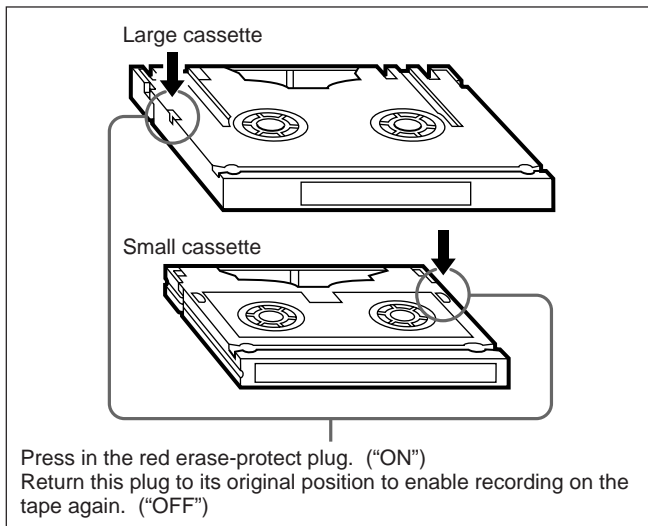
### Ejecting a cassette

Press the EJECT button.

If the tape slacks inside the unit, pressing the EJECT button may not eject the cassette. For information about how to remove the cassette in such a case, refer to the Maintenance Manual.

### 3-5-3 Preventing Accidental Erasure of Recordings

To prevent a tape from being inadvertently erased, press in the red erase-protect plug on the cassette.





## 4-1 Recording

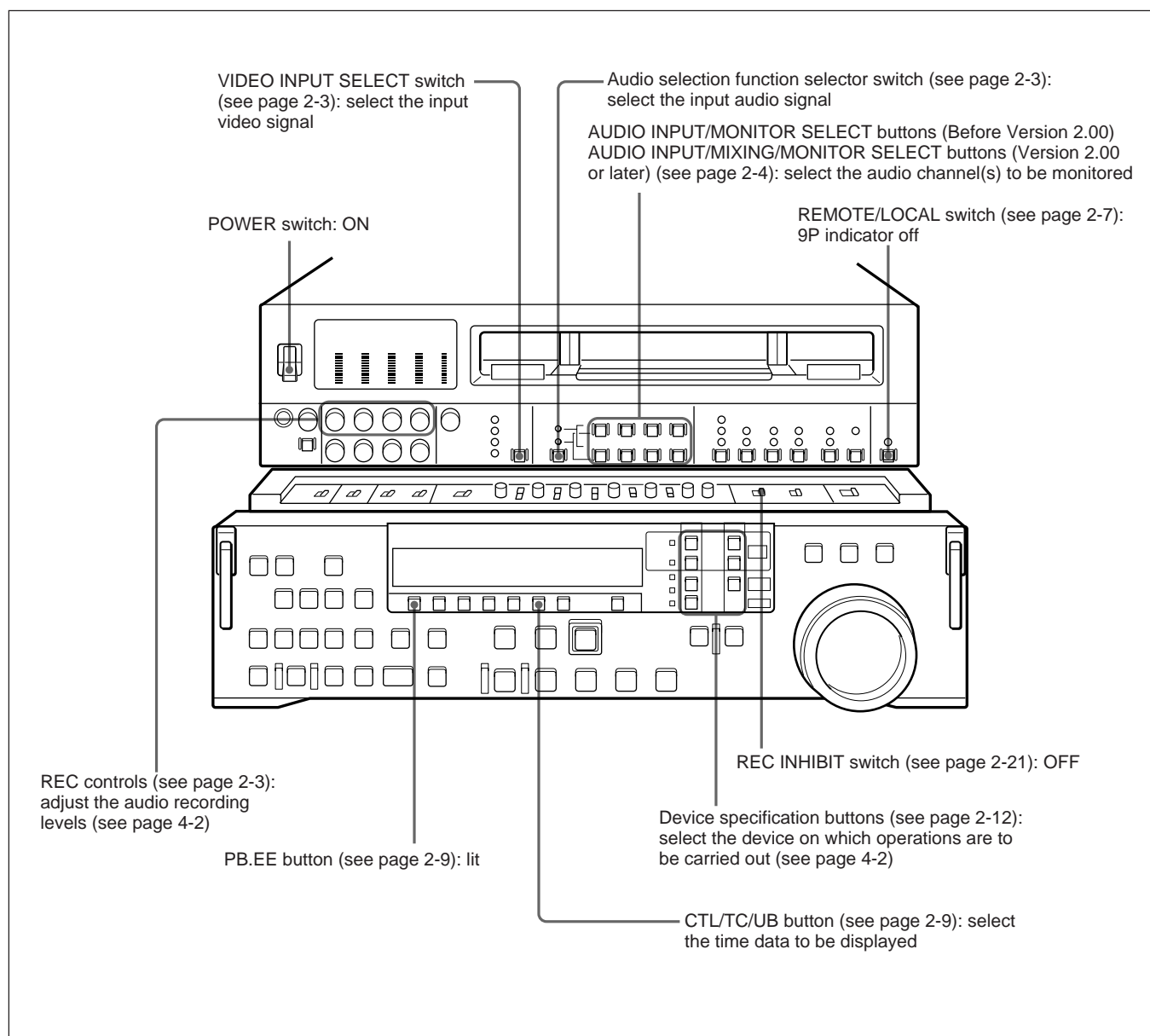
This section describes recording on the VTR and hard disk built into the unit.

### 4-1-1 Preparations for Recording

#### Switch settings

Before beginning recording, make any necessary switch settings.

*For details of the settings of each of the switches, refer to the pages indicated in parenthesis.*



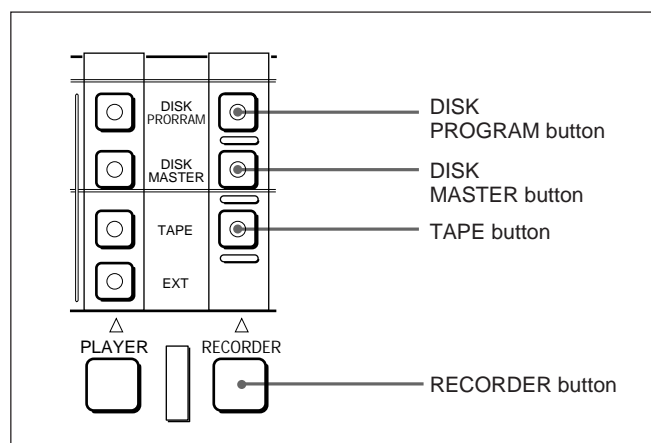


## 4-1 Recording

### Selecting the device on which operations are to be carried out

Carry out one of the following operations depending on which of the built-in VTR or hard disk is subject to operations.

- **To carry out operations on the built-in VTR**  
Hold down the RECORDER button, and press the TAPE button in the RECORDER row, turning it on.
- **To carry out operations on the hard disk**  
Hold down the RECORDER button, and press the DISK PROGRAM or DISK MASTER button in the RECORDER row, turning it on.



### Adjusting the audio recording levels

#### When carrying out audio recording at a reference level

Leave the REC controls pressed in. The audio signals will be recorded at a preset reference level (a reference 0 dB indication for an input of +4 dBm).

#### Manually adjusting the recording levels

For each channel, pull out the REC control in the upper control panel, and adjust so that the audio level indication is 0 dB for an average volume. Carry out the adjustment in E-E mode.

*For details of selecting the E-E mode, see the description of the REC button in the tape/disk transport control section (page 2-16) and the PB.EE button in the monitor/menu/display setting section (page 2-9).*

### To change the display range of the audio level indications

Press the DISPLAY FULL/FINE switch (*see page 2-5*).

### To monitor the simultaneous playback of the recorded video and audio signals

Make a setting with extended menu item 316 to enable the CONFI playback function.

*For details, see section 7-3, "Extended Menu" (page 7-9).*

### To use the emphasis function

To add emphasis to the analog input audio signal or analog playback audio signal, set the EMPHASIS switch on the subsidiary control panel to the ON position.

When the signal to which emphasis has been applied is played back, it is automatically subjected to deemphasis processing.

Using the emphasis-deemphasis processing enables the dynamic range to be improved by reducing high-frequency noise.

### 4-1-2 Recording Time Code and User Bit Values

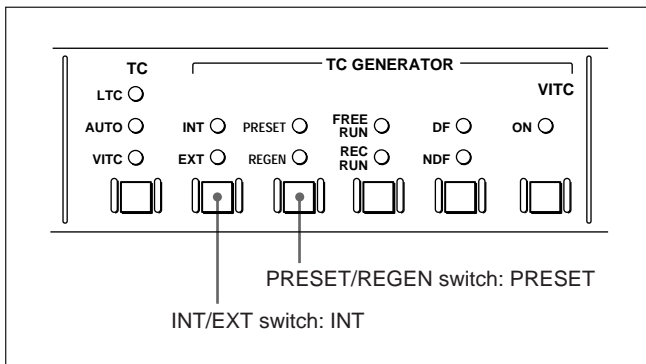
There are three ways of recording time code, as follows:

- Setting an initial value, then recording the output of the internal time code generator
- Recording the output of the internal time code generator synchronized to an external time code generator
- Recording an external time code without modification

## To set an initial value then record the time code

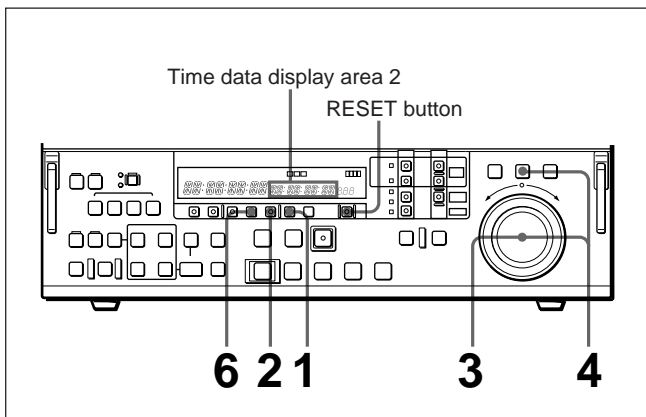
If necessary, change the settings in the time code setting section (see page 2-6).

Set the INT/EXT switch to INT, and the PRESET/REGEN switch to PRESET.



## To set an initial time code value

Use the following procedure.



**1** Set the CTL/TC/UB switch to TC.

**2** Press the HOLD button.

The button lights, and in the time data display area 2, the first digit of the value (8 digits: hours, minutes, seconds, and frames) begins to flash.

### To set all digits to zero

Press the RESET button.

**3** Turn the search dial to select the digit to be changed.

Turning the search dial clockwise moves the

flashing digit position to the right, and turning the search dial counterclockwise moves the flashing digit position to the left.

**4** Hold down the JOG button, then turn the search dial to change the value in the flashing digit position.

**5** Until all the digits are set as required, repeat steps **3** and **4**.

**6** Press the SET button.

The HOLD button goes off.

When the FREE RUN/REC RUN switch is set to FREE RUN, the time code value immediately starts advancing.

## To set the time code value to the real time

With the switches in the time code setting section set as follows, carry out the procedure under the heading above, “To set an initial time code value.” In steps **4** and **5**, set the value slightly after the current time, then carry out step **6** at the instant the real time catches up with the setting.

**INT/EXT switch:** INT

**PRESET/REGEN switch:** PRESET

**FREE RUN/REC RUN switch:** FREE RUN

**DF/NDF switch:** DF

## Setting a user bit value

The user bit values recorded on the time code track provide for eight hexadecimal digits, which can be used to hold the date, time, event number or other information.

Use the following procedure.

**1** Set the CTL/TC/UB switch to UB.

**2** Carry out the procedure in steps **2** to **6** under the heading above, “To set an initial time code value.” You can set each digit to any hexadecimal value, represented by 0 to 9, and A to F. Hexadecimal digits A to F appear in the seven-segment display as follows.

| Digit   | A | B | C | D | E | F |
|---------|---|---|---|---|---|---|
| Display |   |   |   |   |   |   |

## 4-1 Recording

### To synchronize the internal time code generator to an external signal

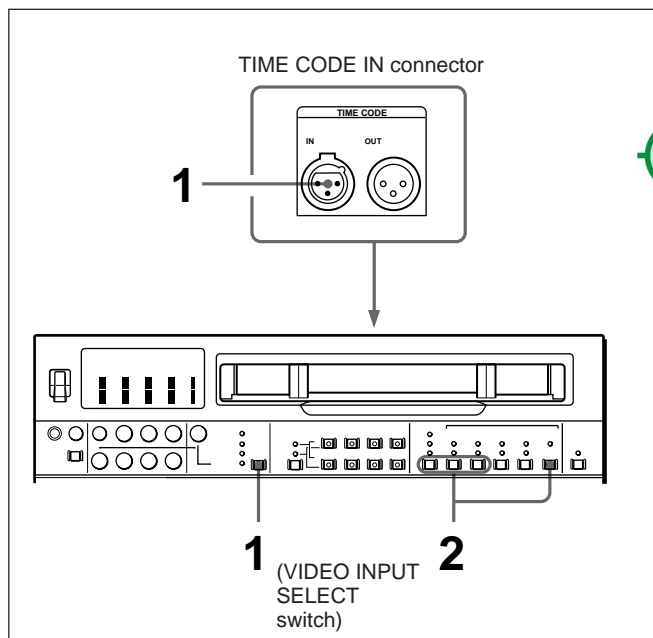
Use this method to synchronize the time code generators of a number of VTRs, or to record the playback time code signal from an external VTR without deterioration of the signal waveform.

In this case the settings of the FREE RUN/REC RUN switch and DF/NDF switch are ignored.

You can synchronize the internal time code generator to either of the following external time codes.

- The time code output (LTC) of an external time code generator or external VTR connected to the TIME CODE IN connector of the unit
- The time code (VITC) present in a video signal input to the unit

To synchronize the internal time code generator to an external signal, use the following procedure.



- 1 • When synchronizing to an external time code output (LTC)  
Connect the time code output of the external time code generator or external VTR to the TIME CODE IN connector.
- When synchronizing to the time code (VITC) in an input video signal  
With the VIDEO INPUT SELECT switch, select an input video signal containing VITC.

### 2 Set the switches as follows:

**INT/EXT switch:** EXT

**PRESET/REGEN switch:** REGEN

**VITC switch:** ON (when recording VITC)

**TC switch:** LTC or VITC according as you are synchronizing to LTC or VITC (If set to AUTO, LTC is used.)

This starts the internal time code generator running in synchronization with the external time code generator.

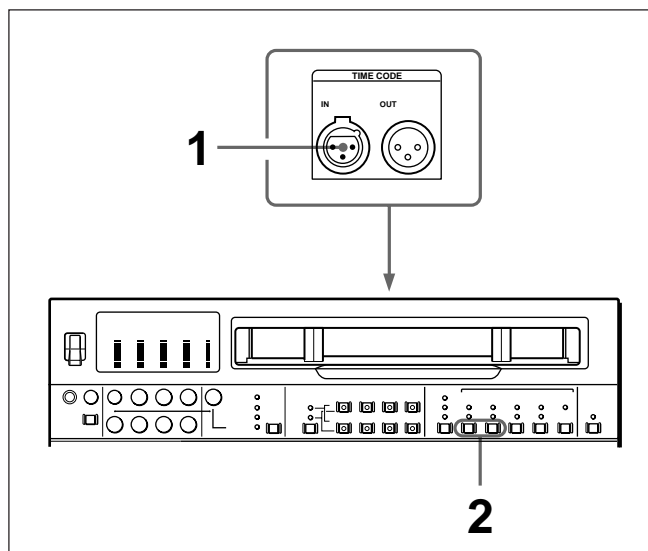
Once the internal time code generator is synchronized with the external time code generator, even if the external time code generator connection is removed, the internal time code generator continues to run.

### To record an external time code without modification

Using this method has no effect on the running of the internal time code generator.



To record the playback time code from an external VTR, the method under the heading above, “To synchronize the internal time code generator to an external signal,” is recommended.



- 1 Connect the time code output of the external time code generator to the TIME CODE IN connector.

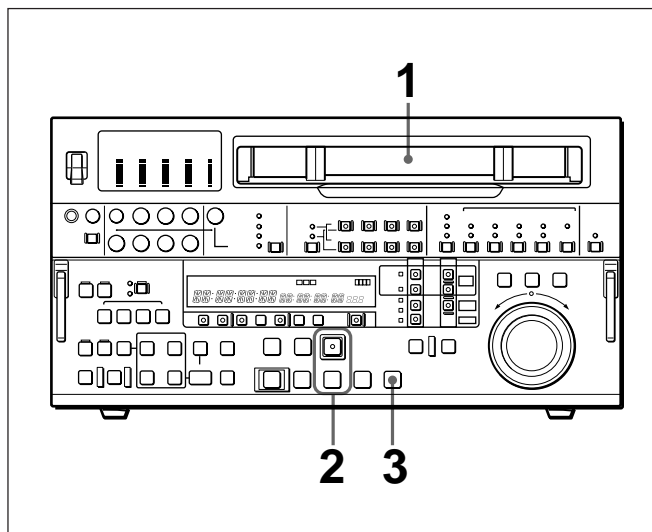
### 2 Set the switches as follows:

**INT/EXT switch:** EXT

**PRESET/REGEN switch:** PRESET

### 4-1-3 Recording Procedure

To record, use the following procedure.



- 1** When the device subject to operations is TAPE, insert a cassette.

*For details, see the section “Inserting a cassette” (page 3-10).*

- 2** Hold down the REC button, and press the PLAY button.
  - When TAPE is the device subject to operations  
Recording starts, the servo locks, and the SERVO indicator lights.
  - When MASTER is the device subject to operations  
Recording starts and the TOTAL/REMAIN time display changes with the progress of recording.

When PROGRAM is the device subject to operations, you cannot carry out recording by pressing the REC button and the PLAY button.

- 3** To stop recording, press the STOP button.

When MASTER is the device subject to operations, the hard disk stops after automatically returning to the position where recording was started.

#### If you record to the end of the tape

The tape is automatically rewound, and stops.

#### If you record to the end of the hard disk

The hard disk stops after automatically returning to the position where recording was started.

## 4-2 Playback

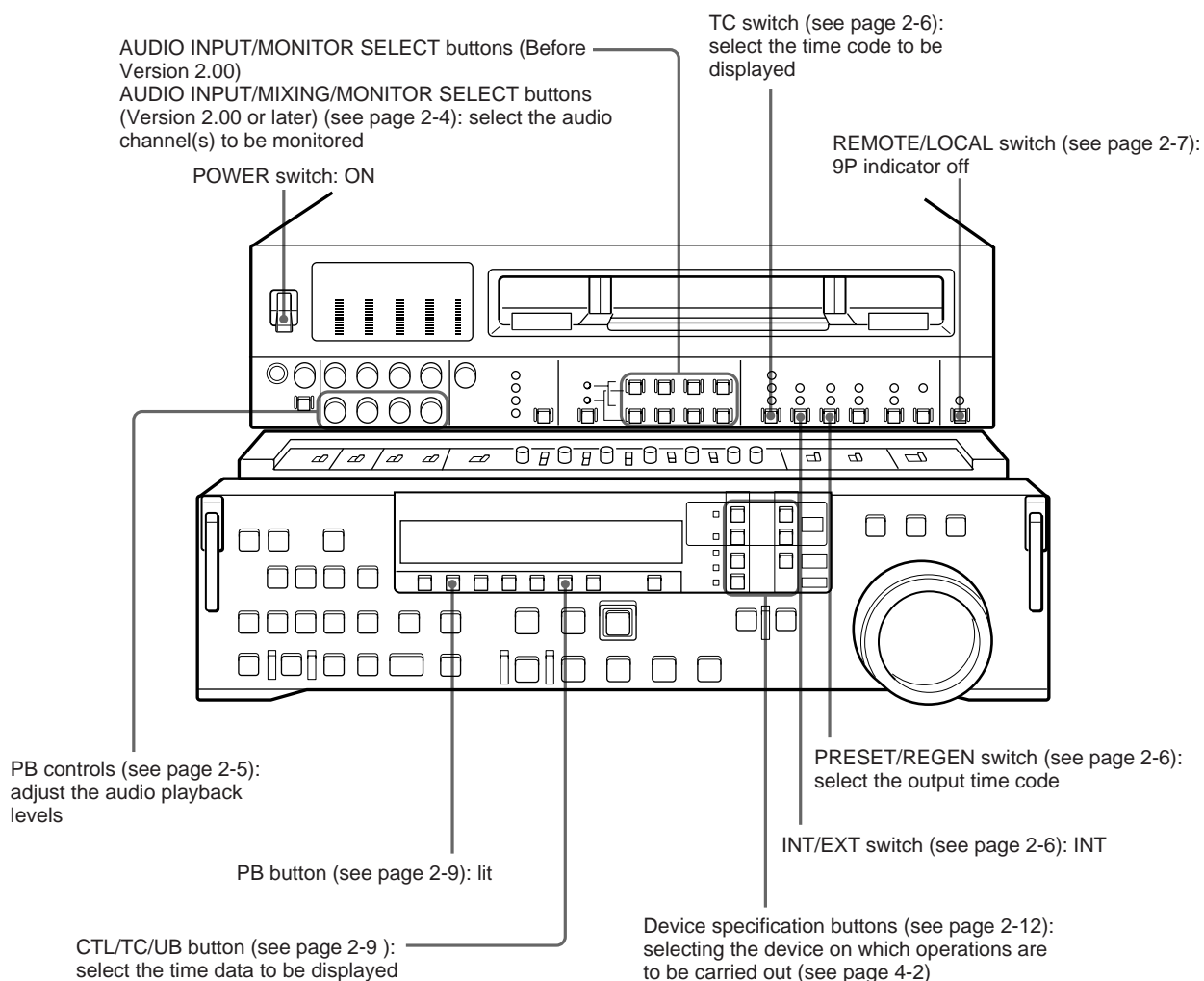
This section describes playback from the VTR and hard disk built into the unit.

### 4-2-1 Preparations for Playback

#### Switch settings

*For details of the settings of each of the switches, refer to the pages indicated in parenthesis.*

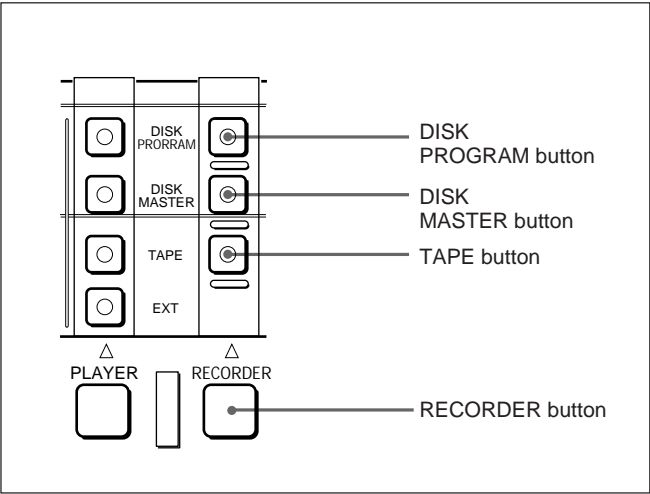
Before beginning playback, make any necessary switch settings.



# Selecting the device on which operations are to be carried out

Carry out one of the following operations depending on which of the built-in VTR or hard disk is subject to operations.

- **To carry out operations on the built-in VTR**  
Hold down the RECORDER button, and press the TAPE button in the RECORDER row, turning it on.
- **To carry out operations on the hard disk**  
Hold down the RECORDER button, and press the DISK PROGRAM or DISK MASTER button in the RECORDER row, turning it on.



# Time data selection

## Displayed time data

Use the CTL/TC/UB button to select one of CTL (control), time code, and user bit values. When you select time code, the data displayed is determined by the setting (LTC/AUTO/VITC) of the TC switch as follows.

| TC switch setting | Displayed data                       |                                      |
|-------------------|--------------------------------------|--------------------------------------|
|                   | When playing back tape               | When playing back hard disk          |
| LTC               | LTC recorded on tape                 | LTC recorded on hard disk            |
| VITC              | VITC recorded on tape                | VITC recorded on hard disk           |
| AUTO              | LTC or VITC (automatically switched) | Virtual file time code <sup>a)</sup> |

- a) • When playing back DISK MASTER: Continuous time code beginning with the time code value of the hard disk position where the recorded file starts.  
• When playing back DISK PROGRAM: Continuous time code beginning with time code value 0 assigned to the beginning of the program.

## Output time code

The settings of the PRESET/REGEN switch and extended menu item 606 determine whether the time code output from the TIME CODE OUT connector is the time code read by the internal time code reader (REGEN), or the playback time code (PRESET).

*For details of the PRESET/REGEN switch settings, see page 2-6.*

## 4-2 Playback

### 4-2-2 Playback/Feed Play Procedures

This section describes the following types of playback which the unit can carry out:

- Normal playback  
Playback at normal ( $\times 1$ ) speed
- Playback in jog mode  
Variable speed playback, with the speed determined by the speed of turning the search dial
- Playback in shuttle mode  
Variable speed playback, with the speed determined by the angular position of the search dial
- Playback in variable mode  
Variable speed playback, with the speed finely determined by the angular position of the search dial
- Playback using the capstan override function (when using the unit as a VTR)  
The playback speed is adjusted temporarily according to the angular position of the search dial, to align the playback phase with that of another VTR.
- Playback in feed mode  
Playback at any speed selected in the range of 0.1 to 4 times normal speed. High-speed data transfer through the SDDI DIGITAL OUTPUT connectors is possible.

#### Normal playback

When the device on which operations are being carried out is TAPE, insert a cassette.

For details of how to insert a cassette, see Section 3-5-2, "Inserting and Ejecting Cassettes" (page 3-10).

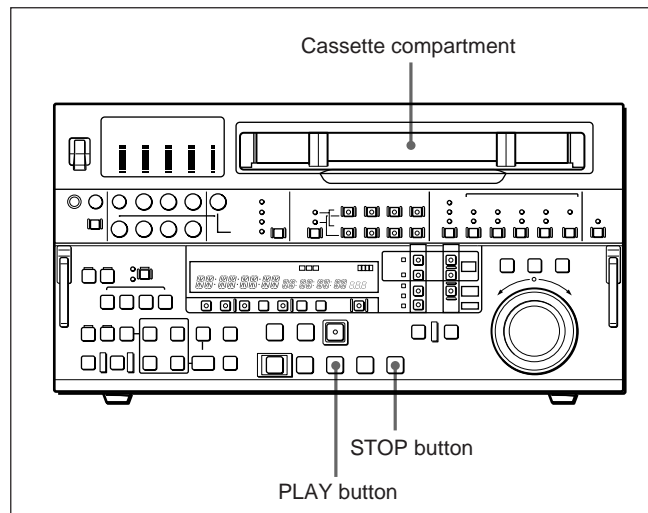
#### To start playback

Press the PLAY button.

Playback starts, the servo locks, and the SERVO indicator lights.

#### To stop playback

Press the STOP button.



#### If you play back to the end of the tape

The tape is automatically rewound, and stops.

#### When using the Dolby noise reduction system

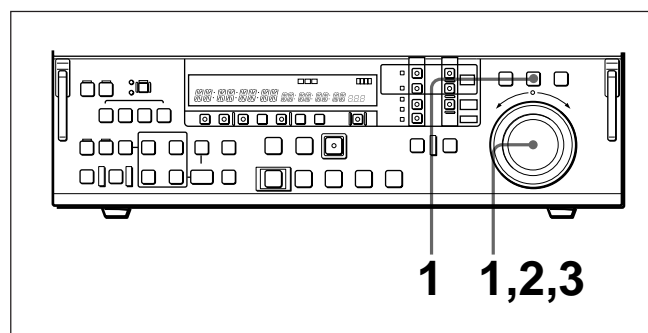
When using an analog Betacam cassette, you can use Dolby C noise reduction for audio playback.

To activate the Dolby noise reduction system, set the DOLBY NR switch on the subsidiary control panel to ON.

#### Playback in jog mode

In jog mode, you can control the speed of playback by the speed of turning the search dial. The playback speed range is  $\pm 1$  times normal speed.

To carry out playback in jog mode, use the following procedure.



- 1 Press the JOG button or search dial so that the JOG button is lit.

Pressing the search dial toggles between jog mode and shuttle mode.



- 2 Turn the search dial in the desired direction, at the speed corresponding to the desired playback speed.

Playback in jog mode starts.

- 3 To stop playback in jog mode, stop turning the search dial.

The search dial function to toggle between jog mode and shuttle mode every time being pressed can be prohibited by changing the setting of extended menu item 101.

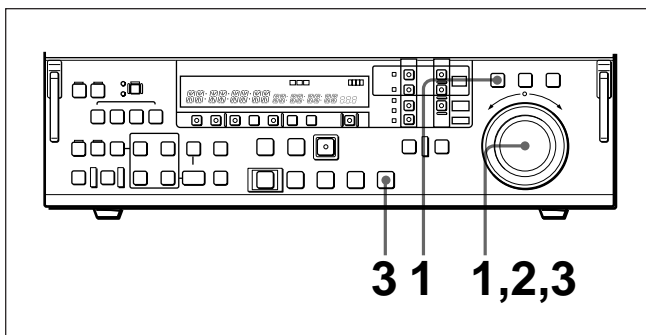
## Playback in shuttle mode

In shuttle mode, you can control the speed of playback by the angular position of the search dial. The range of playback speed is as follows:

- Using a Betacam SX tape:  $\pm 50$  times
- Using an analog Betacam tape:  $\pm 35$  times (DNW-A100/A50/A45)  $\pm 42$  times (DNW-A100P/A50P/A45P)
- Using the hard disk:  $\pm 100$  times

There are detents on the search dial at the still position and at  $\pm 10$  times normal speed.

To carry out playback in shuttle mode, use the following procedure.



- 1 Press the SHUTTLE button or search dial so that the SHUTTLE button is lit.

Pressing the search dial toggles between jog mode and shuttle mode.

- 2 Turn the search dial to the desired angle corresponding to the desired playback speed.

Playback in shuttle mode starts.

- 3 To stop playback in shuttle mode, return the search dial to the center position, or press the STOP button.

The search dial function to toggle between jog mode and shuttle mode every time being pressed can be prohibited by changing the setting of extended menu item 101.

## To return to normal-speed playback

Press the PLAY button.

## To alternate between normal-speed playback and shuttle mode playback

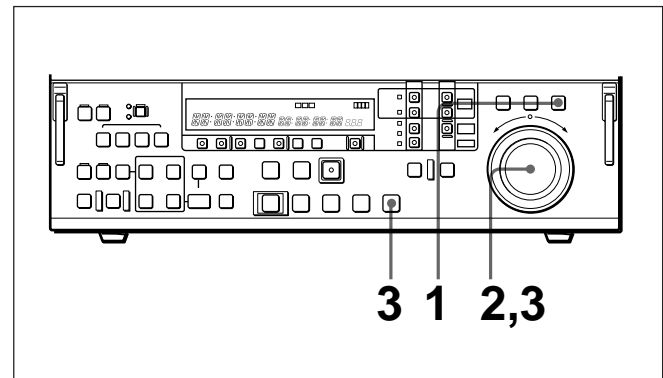
Set the search dial to the position corresponding to the desired shuttle playback speed, then switch between normal-speed playback and shuttle playback by pressing the PLAY and SHUTTLE buttons alternately. For intermittent shuttle mode playback, press the STOP and SHUTTLE buttons alternately.

## Playback in variable mode

In variable mode, you can finely control (47 steps) the speed of playback in the range of  $\pm 1$  times normal speed.

There are detents on the search dial at the still position and at  $\pm 1$  times normal speed.

To carry out playback in variable mode, use the following procedure.



- 1 Press the VAR button, turning it on.

- 2 Turn the search dial to the desired angle corresponding to the desired playback speed.

Playback in variable mode starts.

- 3 To stop playback in variable mode, return the search dial to the center position, or press the STOP button.

## 4-2 Playback

### To return to normal-speed playback

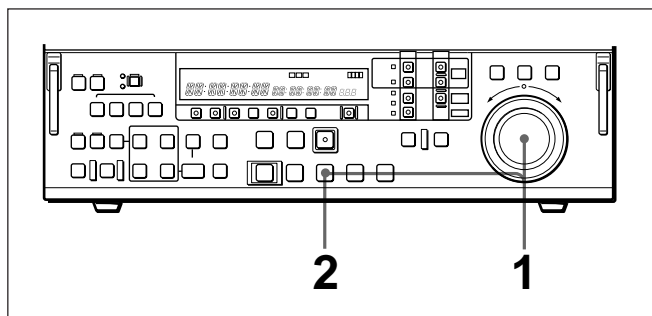
Press the PLAY button.

### To alternate between normal-speed playback and variable mode playback

Set the search dial to the position corresponding to the desired variable playback speed, then switch between normal-speed playback and variable playback by pressing the PLAY and VAR buttons alternately. For intermittent variable mode playback, press the STOP and VAR buttons alternately.

### Playback using the capstan override function

When using the unit as a VTR, you can use the capstan override function to adjust the playback speed temporarily. The range of speed adjustment is  $\pm 15\%$  in steps of 1%. This function is convenient for playback phase synchronization with another VTR playing back the same program.



- 1 Hold down the PLAY button, and turn the search dial in the desired direction to adjust the playback speed.

The SERVO indicator goes off.

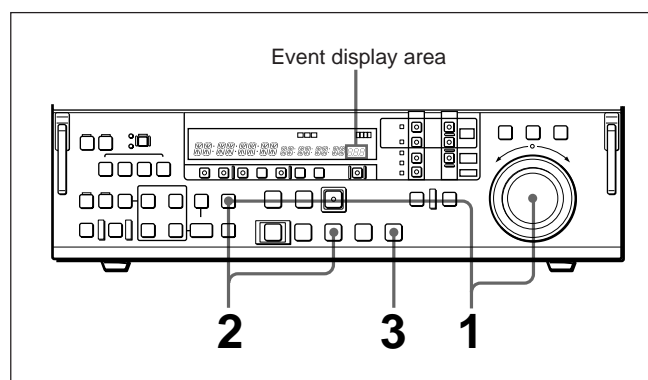
- 2 When the adjustment is completed, release the PLAY button.

The tape transport returns to normal speed, and the SERVO indicator comes on again.

### Carrying out playback in feed mode

When the recorder is TAPE (using a Betacam SX tape) or MASTER, and the player is EXT, you can use feed mode to play back at any speed from 0.1 to 4 times normal. You can select the playback speed in steps of 0.1 times normal speed. The playback output is output from the SDDI DIGITAL OUTPUT connectors. This therefore allows high-speed dubbing to another device equipped with an SDDI input connector.

Use the following procedure to carry out feed mode playback.



- 1 Hold down the FEED button, and turn the search dial to set the playback speed.

While you hold down the FEED button, the playback speed setting for feed mode (initially the maximum setting) appears in the event display area as a percentage of normal speed. (For example, four times normal speed is shown as "400".)

- 2 Hold down the FEED button, and press the PLAY button.

Both buttons light, and playback in feed mode starts.

- 3 Where you wish to stop playback, press the STOP button.

Playback stops.

---

### **Feed mode playback when the device on which operations are being carried out is PROGRAM**

In general, playback is limited to normal speed, but when in the disk file management menu simple edit mode and GOP SW editing are selected, feed mode playback is possible up to a maximum of twice normal speed.

#### **Notes**

- In simple edit mode, insert editing is not possible for the video and audio channels individually.
- For GOP SW editing, the editing accuracy is 1 frame.

*For details of disk file management menu operations, see Section 7-4, “Disk File Management Menu” (page 7-25).*



## 5-1 Overview

For editing using the built-in hard disk, you can carry out editing between the built-in VTR or an external VTR and the hard disk, or editing on the hard disk alone.

In either case, editing is carried out with PROGRAM specified as the recorder device.

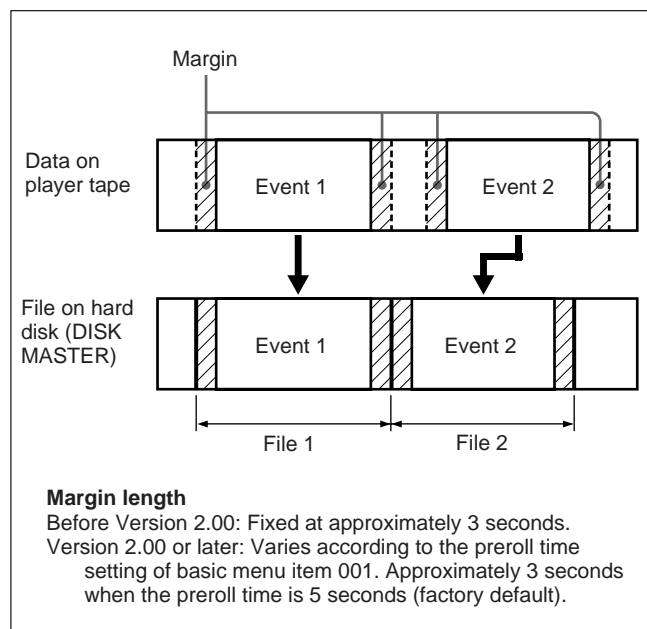
In this system, “PROGRAM” refers to editing data which determines the sequence in which video and audio data recorded on the hard disk is to be played back. On the hard disk, the video and audio data itself is managed in a notional device called “MASTER”. If MASTER is specified as the recorder device, it is possible to record video and audio data, but not to carry out editing.

### Note

After carrying out operations on this unit using the hard disk, before powering the unit off be sure to press the EJECT button to close the files on the hard disk. Powering off the unit with files left open may result in a loss of system data from the hard disk.

### Background information

A section of source material selected by an editing operation carried out with PROGRAM specified as the recorder is stored on MASTER as what is termed an “event”. A margin before and after the edit IN and OUT points is added to the event, and the resulting data is then managed on MASTER as a file.



The margin is used when modifying edit points, for example, but in general it is not necessary to be aware of the margin during editing operations.

## 5-2 Basic Editing Operations

### 5-2-1 Control Modes

You can use the following control modes for carrying out editing with this unit.

- **PLAYER mode**

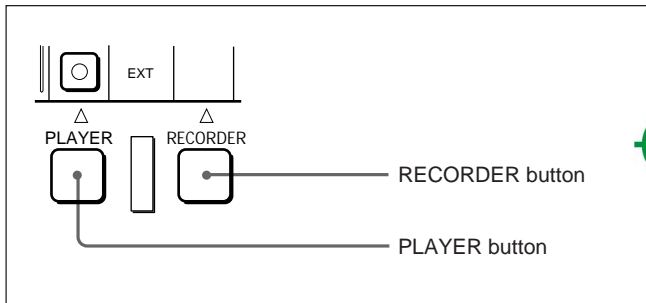
The state in which the PLAYER button has been pressed and turned on (and the RECORDER button is off). You can control the player from the control panel of this unit.

- **RECORDER mode**

The state in which the RECORDER button has been pressed and turned on (and the PLAYER button is off). You can control the recorder from the control panel of this unit.

- **SELF mode**

The state in which both the PLAYER button and RECORDER button are off. In this state, you can control the device specified as the recorder.



### 5-2-2 Sequence of Editing Operations

The following flowchart outlines the sequence of basic editing operations.

Specifying the devices on which operations are being carried out (page 5-4)



Selecting the editing mode (page 5-4)



Setting the recorder and player edit points (page 5-7)



Previewing the edit segments (page 5-10)



Modifying edit points as necessary (page 5-15)



Carrying out the edit (page 5-15)

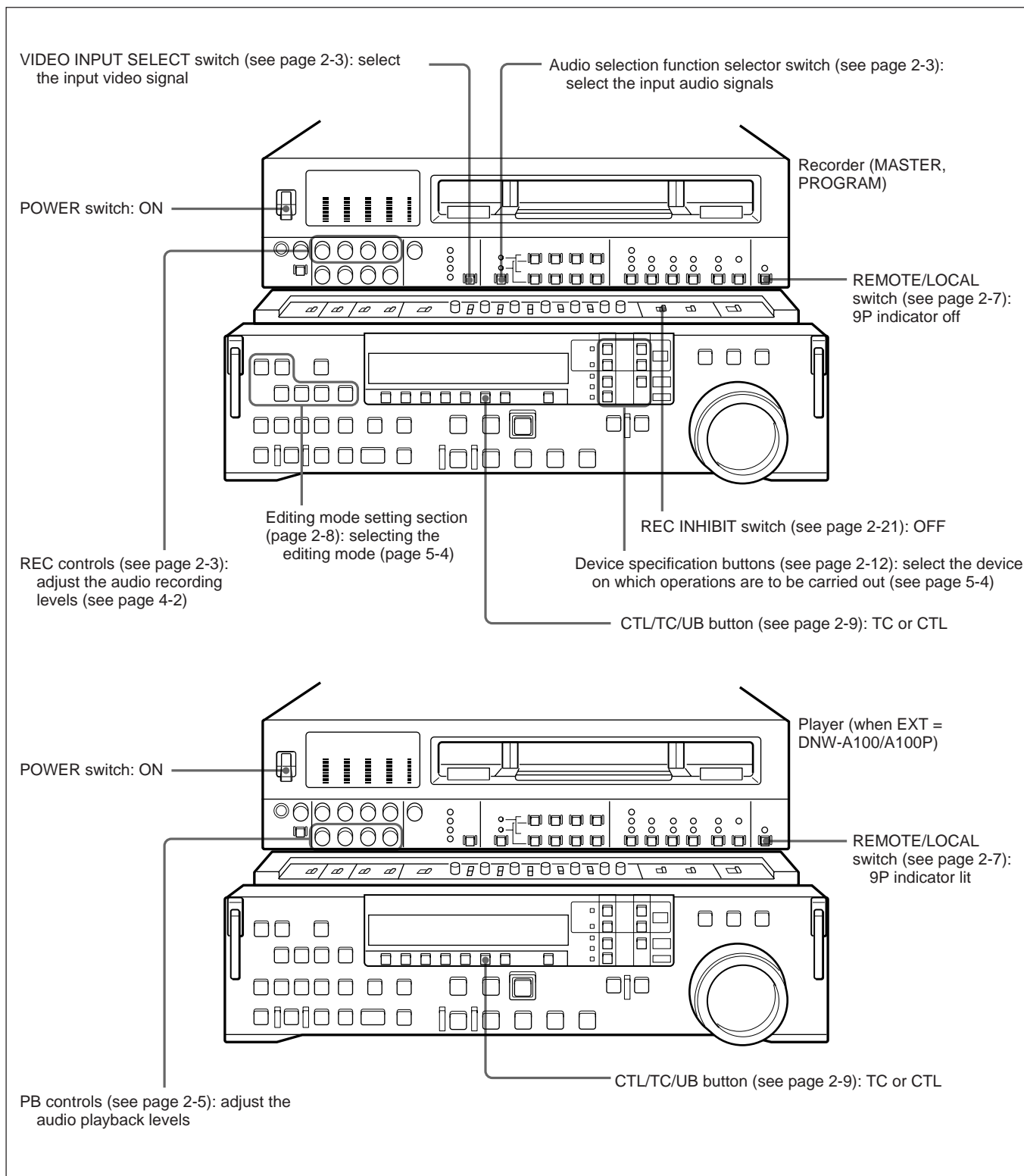


Checking the editing results as necessary (page 5-16)



## 5-2-3 Switch Settings

Before beginning editing, set the switches as follows.





## 5-2 Basic Editing Operations

### 5-2-4 Specifying Devices

#### Devices which can be specified

You can specify any of the following four devices as recorder or player.

| Device to be specified                                | Button to be pressed |
|---|----------------------|
| Built-in VTR  | TAPE                 |
| Built-in hard disk (for recording)                    | DISK MASTER          |
| Built-in hard disk (for editing)                      | DISK PROGRAM         |
| External VTR connected to the REMOTE-IN(9P) connector | EXT                  |

#### Note

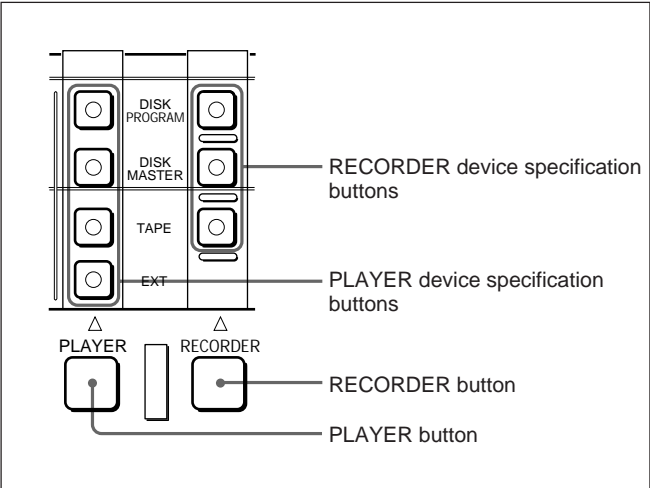
The following device specifications are not possible:

- Specifying EXT (external VTR) as the recorder
- Specifying PROGRAM as the player and MASTER as the recorder

*For details of the operations involved in editing with an external VTR as the player and the built-in VTR as the recorder, see Chapter 6, “Editing Without Using the Built-in Hard Disk (Two-VTR Editing).”*

#### To make a device specification

To specify the recorder, hold down the RECORDER button, and to specify the player, hold down the PLAYER button, then press the TAPE button, DISK MASTER button, DISK PROGRAM button, or EXT button according to the device you wish to specify. The corresponding device indicator in the RECORDER or PLAYER column lights.



When PROGRAM is specified as the recorder, check the setting (INS or OVL) of the EDITING MODE button.

*For details, see the section “Nonlinear editing and the setting of the EDITING MODE button” (page 5-6).*

#### If there is a contradiction in the device specifications

If for example you specify TAPE for both PLAYER and RECORDER, the device indicators flash. In this case, make the required correct device setting.

### 5-2-5 Selecting the Editing Mode

#### Editing modes which can be selected

The editing modes which can be selected depend on the device specified as the recorder, as shown in the following table.

| Recorder | Selectable editing modes   |
|----------|--|
| TAPE     | Assemble editing / all-channel insert editing (ASSEMBLE/ALL)   |
| MASTER   | Assemble editing / all-channel insert editing (ASSEMBLE/ALL)<br>When MASTER is the recorder, only appended recording of video and audio material is possible. It is not possible to specify recorder IN and OUT points.  |
| PROGRAM  | <ul style="list-style-type: none"><li>• In simple edit mode (when the SIMPLE EDIT indicator is lit):<br/>Assemble editing / all-channel insert editing (ASSEMBLE/ALL)</li><li>• In full edit mode (when the FULL EDIT indicator is lit):<br/>Insert editing for separate channels (VIDEO, and AUDIO CH-1 to AUDIO CH-4)<br/>It is possible to carry out separate editing for each of the video, and audio 1 to audio 4 channels.</li></ul> <p><i>The selection of simple edit mode or full edit mode is made in the disk file management menu. For details, see page 5-6.</i></p> <p>When PROGRAM is specified as the recorder, carry out the EDITING MODE button setting (INS or OVL).</p> <p><i>For details, see the section, “Nonlinear editing and the setting of the EDITING MODE button” (page 5-6).</i></p> |

*For details of the concepts of assemble editing and insert editing, see the section “Assemble editing and insert editing” (page 5-5).*

## To select the editing mode

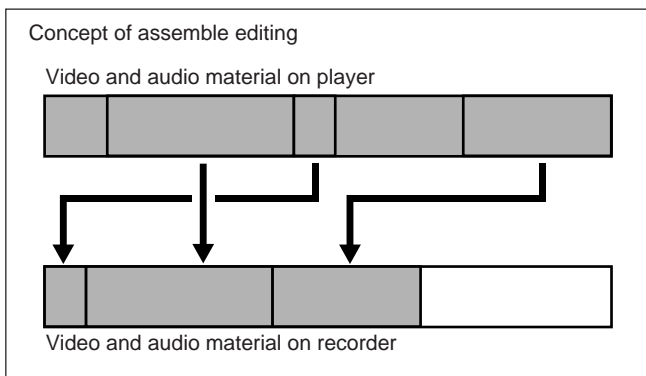
To select the editing mode, first press any button in the assemble assemble/insert editing mode selection section which is lit, turning it off, then carry out one of the following operations.

| Editing mode to be selected     | Operation  |
|---------------------------------|--|
| Assemble editing                | Press the ASSEMBLE/ALL button, turning it on.  |
| All-channel insert editing      |  |
| Separate channel insert editing | Press any of the VIDEO, and AUDIO CH-1 to AUDIO CH-4 buttons for the corresponding channel, turning it on. |

## Assemble editing and insert editing

### Assemble editing (with TAPE as the recorder)

The material from the player is recorded, appended after the existing recorded material on the recorder. The video and audio information, and the time code and CTL signal (if TAPE is the recorder) are all newly recorded together.



If you record video information at an intermediate point in an existing recording, at the end of the inserted recording the picture continuity will be lost.

The CTL signal must be recorded on the tape for at least the preroll time before the recorder IN point.

If time code is already recorded before the editing start point, time code will be recorded continuously from the existing time code.

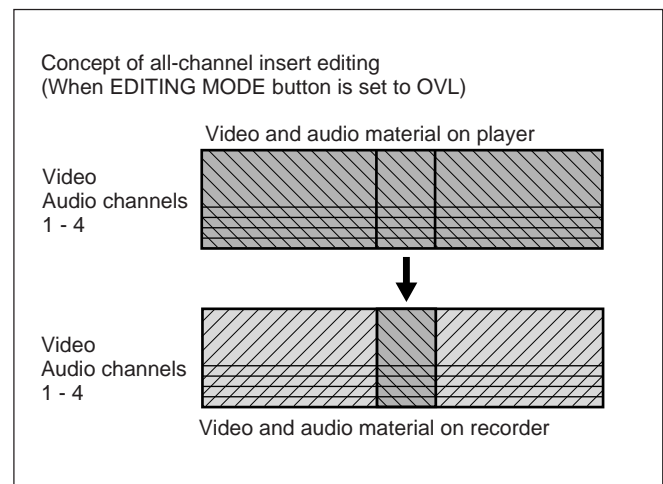
### Insert editing (with PROGRAM as the recorder)

The material from the player is inserted into existing recorded material on the recorder. This can be done with no loss of picture continuity (picture breakup) at the joins.

- With all-channel insert editing (ASSEMBLE/ALL), the video and all audio channels are recorded together.

In this mode, it is also possible to specify the end of the recorded video as the recorder IN point for the next event to be recorded so that the next event can be added directly to the existing video.

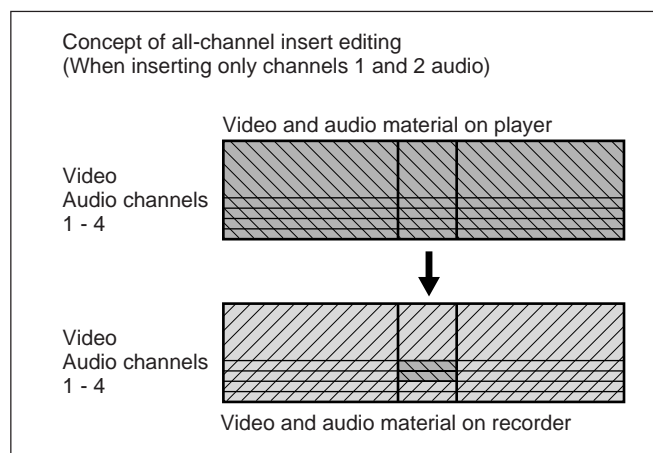
When you specify an editing section (event) on the source tape and carry out editing with PROGRAM specified as the recorder, the event is recorded on the hard disk (MASTER). At this time, a margin before and after the IN and OUT points of the event is added automatically. The resulting data comprising the event and the margins is then managed on MASTER as a file.



## 5-2 Basic Editing Operations

- With separate channel insert editing, you can specify independent IN and OUT points for each of the video channel and audio channels 1 to 4.

The setting of the EDITING MODE button is ignored, and the insert editing is always carried out in OVL mode.



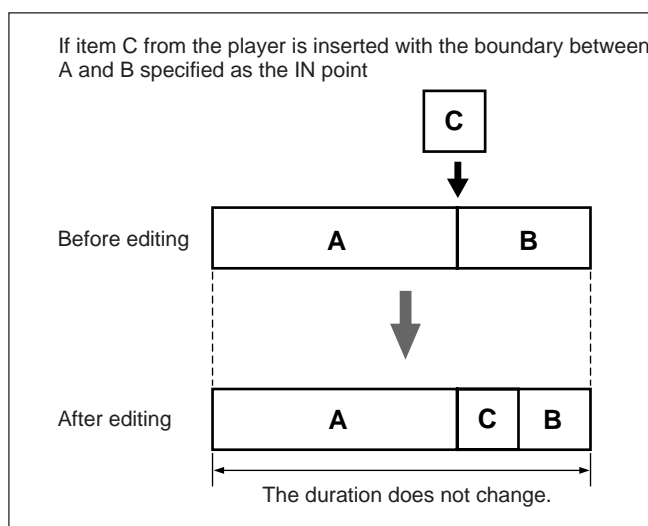
### Nonlinear editing and the setting of the EDITING MODE button

Nonlinear editing is carried out when PROGRAM is specified as the recorder. In this case there is no physical rearrangement of the video and audio material. Rather, a list is made of the data to be recalled from the hard disk, since data can be recalled from the hard disk with instant access in any order. For the purposes of editing operations, however, it is not necessary to be aware of this difference in the way the created program is stored.

For nonlinear insert editing, the effect of editing operations depends on the setting of the EDITING MODE button as follows. Make the appropriate setting for the type of editing you wish to carry out.

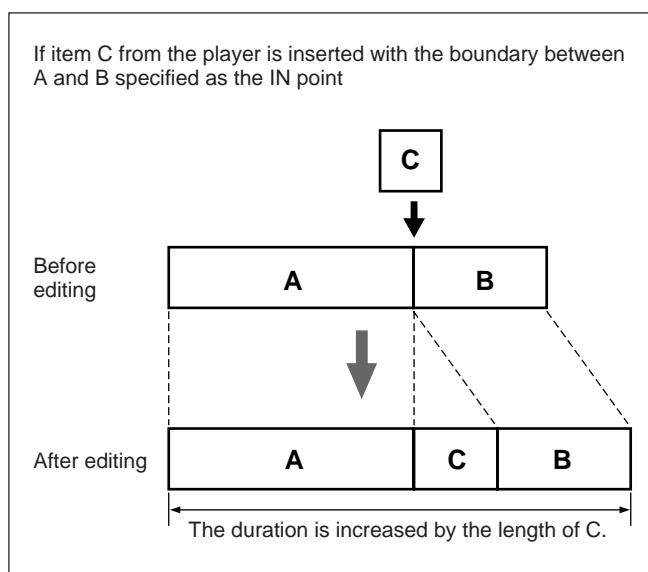
#### When the EDITING MODE button is set to OVL (overlay)

Material in the editing section on the recorder is overwritten by insert editing.



#### When the EDITING MODE button is set to INS (insert)

Material after the edit point on the recorder is shifted by insert editing.



#### Necessary conditions for selecting the INS mode

It is only possible to select the INS mode with the EDITING MODE button when all the following conditions hold:

- PROGRAM is selected as the recorder.
- ASSEMBLE/ALL is selected as the editing mode.
- The recorder IN point has been set and the OUT point has not been set.
- The unit is not in SELF mode (in SELF mode, the PLAYER and RECORDER buttons are not lit).

If these conditions do not all hold, the setting of the EDITING MODE button is ignored, and nonlinear editing is always carried out in OVL mode.

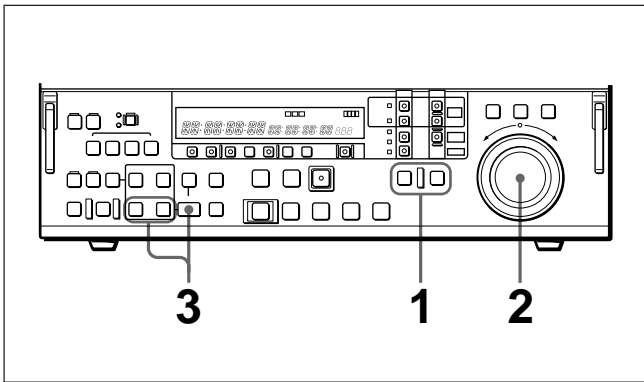
## 5-2-6 Setting Edit Points

Set the edit points for editing between the recorder and player.

### To set an edit point

#### Note

When MASTER is specified as the player, it is not possible to specify a pair of IN and OUT points over different files.



- 1** Press the RECORDER button or PLAYER button to select the device on which you will set the edit point.  
  
The button which you have pressed lights.
- 2** Turn the search dial in jog or shuttle mode, and cue up to the required edit point.  
  
*For details of playback in jog or shuttle mode, see the sections “Playback in jog mode” (page 4-8) and “Playback in shuttle mode” (page 4-9).*
- 3** At the point at which you wish to set the IN point or OUT point, hold down the ENTRY button and press the IN button or OUT button as the case may be.

When the IN point or OUT point is set, the IN button or OUT button respectively lights.

#### Note

When the hard disk (MASTER or PROGRAM) is specified as the player or recorder, be sure to set the IN and OUT points so that the duration between them is at least 16 frames.

- 4** Repeat steps **1** to **3** until all the necessary edit points are set.

When the IN points on both the recorder and player are set, the PREVIEW/REVIEW button and AUTO EDIT button flash, and it becomes possible to carry out a preview or editing operation.

However, when editing an event for the first time for the purpose of creating a program, it is not necessary to specify the recorder IN point.

### Automatic setting of edit points

Editing requires four edit points: the IN and OUT points on both the recorder and player. However, once any three of these points are defined, the last point is set automatically. For example, if you set the recorder IN and OUT points, and the player IN point, the player OUT point is set automatically.

#### Note

In the following cases, the DELETE button or either the IN button or the OUT button begins to flash and you cannot carry out editing:

### When the DELETE button flashes

- The OUT point is before the IN point.
- All four of the recorder IN and OUT points and the player IN and OUT points have been set.
- MASTER is selected as the player and the player IN and OUT points are in different files.
- The following conditions regarding event durations are not met.  
(Before Version 2.00): Every event has at least 16 frames.  
(Version 2.00 or later): Every event has at least 4 frames and any two adjacent events have a total of 32 frames or more.

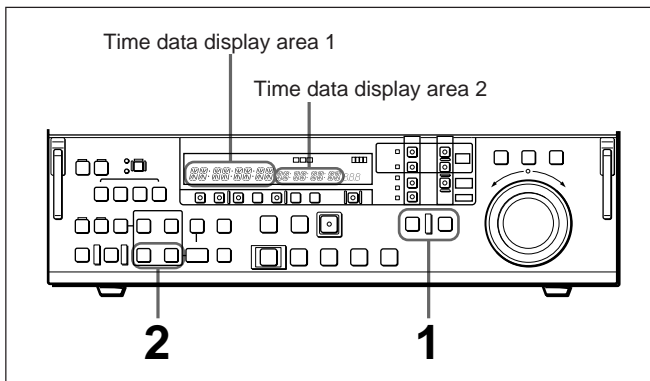
Use the DELETE button to delete a redundant edit point, or set the edit points correctly.

*For details of deleting edit points, see Section 5-2-7, “Modifying and Deleting Edit Points” (page 5-8).*

## 5-2 Basic Editing Operations

### To display the time value for an edit point

You can display the time value for an edit point in the device specification and display section (*see page 2-10*). The IN point appears in time data display area 1, and the OUT point in time data display area 2.



- 1 Press the RECORDER button or PLAYER button to select the device on which you wish to check the edit point.

The button you have pressed lights.

- 2 Hold down the IN button or OUT button according to the edit point you wish to check.

While you hold down the button, the IN indicator or OUT indicator of time data display area 1 or 2 lights, and the time value of the edit point is displayed.

### To display the duration between two edit points

You can display the duration between two edit points in the following three cases, in the device specification and display section (*see page 2-10*).

- When both the IN point and OUT point are set: the duration of the segment between the two points
- When one only of the IN point and OUT point is set: the duration of the segment between the point which is set and the current position
- When neither of the IN point and OUT point is set: the duration of the previous editing segment

The duration is displayed across time data display areas 1 and 2, thus: "DURATION 00:01:10:00".

To display a duration, use the following procedure.

- 1 Press the RECORDER button or PLAYER button to select the device on which you wish to check the duration.

The button you have pressed lights.

- 2 Hold down both the IN button and OUT button.

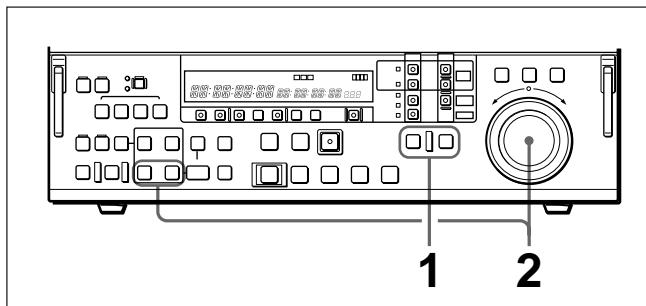
While you hold down the buttons, the duration is displayed across time data display areas 1 and 2.

### 5-2-7 Modifying and Deleting Edit Points

If the edit points are not set correctly, for example if an OUT point is before a corresponding IN point, the DELETE button flashes, and it is not possible to carry out a preview or editing operation. In this case, either modify the erroneous edit point, or first delete it and then enter it correctly.

#### Modifying an edit point

To modify an edit point, use the following procedure.



- 1 Press the RECORDER button or PLAYER button to select the device on which you wish to modify the edit point.

The button you have pressed lights.

- 2 Hold down the IN button or OUT button according to the edit point you wish to modify, and turn the search dial as follows:

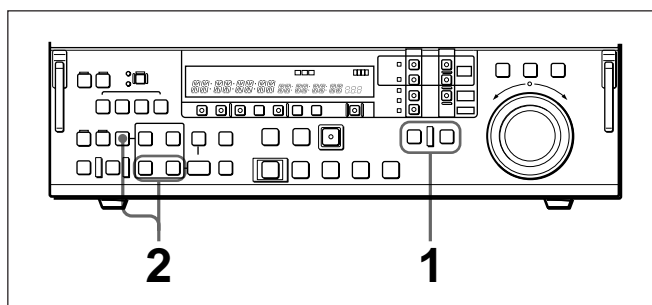
- To advance the edit point: the forward direction
- To delay the edit point: the reverse direction

The time value for the IN or OUT point displayed in time data display area 1 or 2 increases or decreases according to the direction in which you turn the search dial.

- 3 When the modification is completed, release the button you pressed in step 2.

### Deleting an edit point

To delete an edit point, use the following procedure. You can use the same procedure whether or not the DELETE button is flashing.



- 1 Press the RECORDER button or PLAYER button to select the device on which you wish to delete the edit point.

The button you have pressed lights.

- 2 Hold down the DELETE button and press the lit IN button or OUT button according to the edit point you wish to delete.

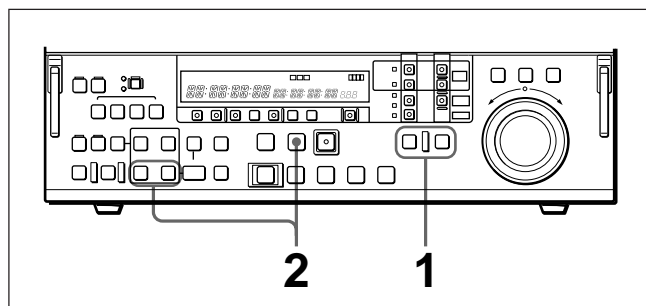
The IN point or OUT point is deleted according to which button you pressed, and the DELETE button goes off.

### To restore a deleted edit point

To restore an edit point immediately after deleting it, hold down the IN button or OUT button according to the edit point you wish to restore, and press the RECALL button.

## 5-2-8 Cue-up to Edit Points and Preroll

To preroll to an edit IN point or cue up to any edit point, use the following procedure.



- 1 Press the RECORDER button or PLAYER button to select the device on which you wish to operate.

The button you have pressed lights.

- 2 • **To cue up to an edit point**  
Hold down the IN button or OUT button according to the edit point to which you wish to cue up, and press the PREROLL button.

This cues up to the edit point you have selected.

#### • To preroll

Press the PREROLL button.

This cues up to a position 5 seconds before the edit IN point, and stops.

### To change the preroll time

The factory default setting for the preroll time is 5 seconds, but basic menu item 001 allows you to change this to any value from 0 to 30 seconds. If you change the preroll time, make sure that the setting is not longer than the recording length before the edit IN point.

Note that for automatic editing, the preroll time setting on the recorder takes precedence.

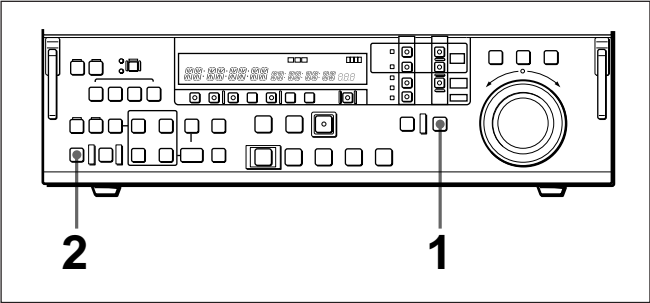
*For details of the basic menu, see Section 7-2, "Basic Menu" (page 7-1).*



## 5-2 Basic Editing Operations

### 5-2-9 Preview

When you have set the edit points, the PREVIEW/REVIEW button flashes, indicating that you can carry out a preview.  
To carry out a preview, use the following procedure.



- 1 Press the RECORDER button, turning it on.
- 2 Press the PREVIEW/REVIEW button.

The PREVIEW/REVIEW button changes from flashing to continuously lit, and the preview is carried out.  
At the end of the preview, the PREVIEW/REVIEW button goes off.

**To stop the preview**  
Press the STOP button.

**To return to the IN point or OUT point**  
Press the PREROLL button and the IN button or OUT button simultaneously.

**To return to the preroll point**  
Press the PREROLL button.

After the preview, make adjustments to the edit points, then repeat the preview as necessary.

*For details of how to modify or delete edit points, see Section 5-2-7, “Modifying and Deleting Edit Points” (page 5-8).*

### Monitor output

During previews and editing, the monitor output video depends on the settings shown in the following table.

Monitor output video during previews and editing

| Device specification |                    | During previews      |             |                      | During editing      |
|----------------------|--------------------|----------------------|-------------|----------------------|---------------------|
| Player               | Recorder           | RECORDER mode        | PLAYER mode | SELF mode            |                     |
| EXT <sup>a)</sup>    | TAPE <sup>b)</sup> | R-P-P                | B-P-B       | R-P-P                | R-P-P <sup>d)</sup> |
|                      | MASTER             | B-P-B                | B-P-B       | Editing not possible | P-P-P               |
|                      | PROGRAM            | R-P-P                | B-P-B       | P-P-P                | P-P-P <sup>e)</sup> |
| TAPE                 | TAPE               | Editing not possible |             |                      |                     |
|                      | MASTER             | B-P-B                | B-P-B       | —                    | P-P-P               |
|                      | PROGRAM            | R-B-B                | B-P-B       | —                    | P-P-P <sup>f)</sup> |
| PRO-GRAM             | TAPE <sup>b)</sup> | R-B-B                | B-P-B       | —                    | P-P-P               |
|                      | MASTER             | Editing not possible |             |                      |                     |
|                      | PROGRAM            | R-P-R                | - -P-B      | —                    | c)                  |
| MASTER               | TAPE <sup>b)</sup> | R-B-B                | B-P-B       | —                    | P-P-P               |
|                      | MASTER             | Editing not possible |             |                      |                     |
|                      | PROGRAM            | R-P-R                | - -P-B      | —                    | c)                  |

- a) Only when the external input is other than SDDI.
- b) Assemble mode editing only.
- c) When an OUT point is set, program information is saved to the hard disk but there is no output to the monitor. If you execute an edit before setting the OUT point and set the OUT point during the edit, the editing mode becomes R-P- - (no postroll).
- d) Monitor output switching from R to P will not exactly represent the results of editing.
- e) When audio editing only is performed in SELF mode, monitor output will be R-P-R.
- f) When audio editing only is performed on Version 2.00 or later units, monitor output will be R-P-R.



| IN point                      OUT point |                    |                    |
|---|--------------------|--------------------|
| Preroll                                 | Edit segment       | Postroll           |
| R-P-R                                   |                    |                    |
| Recorder playback                       | Player playback    | Recorder playback  |
| B-P-B                                   |                    |                    |
| Black image (mute)                      | Player playback    | Black image (mute) |
| R-B-B                                   |                    |                    |
| Recorder playback                       | Black image (mute) | Black image (mute) |
| R-P-P                                   |                    |                    |
| Recorder Playback                       | Player playback    | Player playback    |
| P-P-P                                   |                    |                    |
| Player playback                         | Player playback    | Player playback    |
| -- P-B                                  |                    |                    |
| No preroll is made.                     | Player playback    | Black image (mute) |

## 5-2-10 Carrying Out Editing

When you have set the edit points, press the AUTO EDIT button when it is flashing.

The AUTO EDIT button changes from flashing to continuously lit, and the editing operation begins. At the end of the editing operation, the AUTO EDIT button goes off.

### Carrying out high-speed editing in feed mode

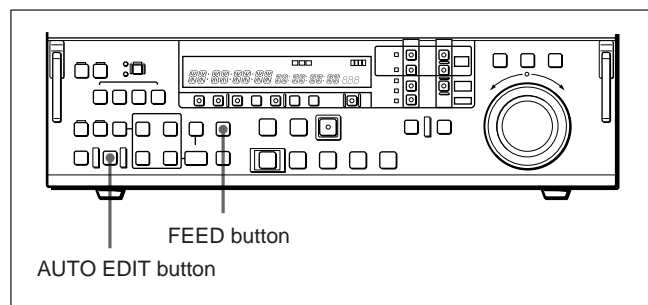
When the built-in VTR is specified as the player (using Betacam SX tape) and the built-in hard disk (MASTER or PROGRAM) is specified as the recorder, you can carry out high-speed automatic editing in feed mode (maximum speed: 3 times normal speed in full edit mode or 4 times normal speed in simple edit mode).

To carry out automatic editing in feed mode, hold down the FEED button and press the AUTO EDIT button.

This increases the data transfer rate to the maximum possible, and carries out the automatic edit.

*For details of the procedure for feed mode settings, see the section “Playback in jog mode” (page 4-8).*

*On how to make settings for full edit mode and simple edit mode, see Section 7-4, “Disk File Management Menu” (page 7-25).*



## Monitor output

The monitor output video during editing and previews depends on device specification and other settings.

*For details, see the table “Monitor output video during previews and editing” on the previous page.*

### Monitoring during automatic editing in feed mode

The monitor output is P-P-P.

## Stopping the editing operation

You can use either of the following methods to stop an editing operation in progress:

- Hold down the OUT button and press the ENTRY button.

The point where you press the two buttons becomes the OUT point, and editing stops.

- Press the STOP button.

This aborts the editing, and the AUTO EDIT button and PREVIEW/REVIEW button flash. The IN and OUT point settings are unchanged, and you can carry out a preview or re-execute the automatic editing.

## 5-2 Basic Editing Operations

### Note

When MASTER or PROGRAM is specified as the player and PROGRAM is specified as the recorder, executing the automatic editing with the recorder OUT point set causes the program information to be saved to the hard disk and no image to be output to the monitor. As a result, it is not possible to abort the editing operation. It is, however, possible to undo the effect of the editing operation after it has completed. (See the next section 5-2-11, “Undoing an Editing Operation.”)

### Reviewing the editing results

After carrying out an editing operation, you can carry out a review, to check the editing results on the monitor.

To carry out a review, press the PREVIEW/REVIEW button after carrying out the edit and before you set any new edit points or make other settings. The PREVIEW/REVIEW button lights, and the review is carried out.

At the end of the review the PREVIEW/REVIEW button goes off, and the recorder returns to the OUT point.

### To adjust the edit points and reexecute the edit after automatic editing

Hold down the RECALL button or DELETE button, and press the ENTRY button to recall the edit points. After adjusting the edit points, press the AUTO EDIT button to carry out the edit again.

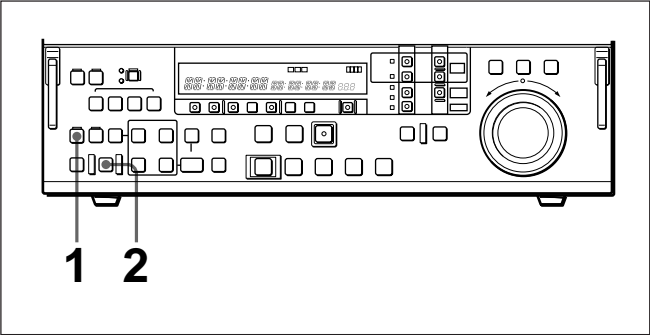
### Note

When PROGRAM is specified as the recorder, and the EDITING MODE button is set to INS, the event pertaining to an automatic editing operation is inserted at the recorder IN point. An event already present at the recorder IN point is not overwritten, but slides forward.

For details of how to adjust edit points, see Section 5-2-7, “Modifying and Deleting Edit Points” (page 5-8).

## 5-2-11 Undoing an Editing Operation

When PROGRAM is specified as the recorder, you can use the following procedure to undo the effect of the immediately previous automatic editing operation.



- 1 Immediately after the automatic editing operation has completed, press the UNDO button, turning it on.

The AUTO EDIT button flashes.



- 2 Press the AUTO EDIT button.

This undoes the effect of the immediately previous automatic editing operation, and the UNDO button goes off.

### Aborting the undo operation before carrying out step 2

Press the UNDO button again, turning it off. This returns to the state before you carried out step 1.

## 5-2-12 Standalone Editing

This refers to editing using as the player an external device which cannot be controlled remotely through the REMOTE-IN(9P) connector. For example, you can record a color bar signal from a signal generator in the joints between the events of an already completed program.

### Carrying out standalone editing

To carry out standalone editing using the built-in hard disk, specify EXT as the player and PROGRAM as the recorder.

First use the VIDEO INPUT SELECT switch to select the signal being generated by the signal generator connected to the unit, then with both the PLAYER button and RECORDER button off (the SELF mode), set the IN point.

The AUTO EDIT button flashes, and it is now possible to carry out automatic editing.

If necessary, you can also first set the OUT point.

### To record an external signal in SELF mode specifying MASTER as the recorder

Press the REC button and PLAY button simultaneously.

## 5-3 Multi-Event Editing

On the device specified as the player, it is possible to set up to 100 sets of player IN and OUT points, and then to edit (playback and record) continuously the segments defined by these IN and OUT points (the segments being hereafter referred to as “events”). When TAPE is specified as the player and PROGRAM as the recorder, roughly specifying a number of edit IN and OUT points on the tape and carrying out multi-event editing allows you to reduce the editing time and improve the efficiency with which the hard disk capacity is used. After carrying out multi-event editing, you can adjust the edit points of each event.

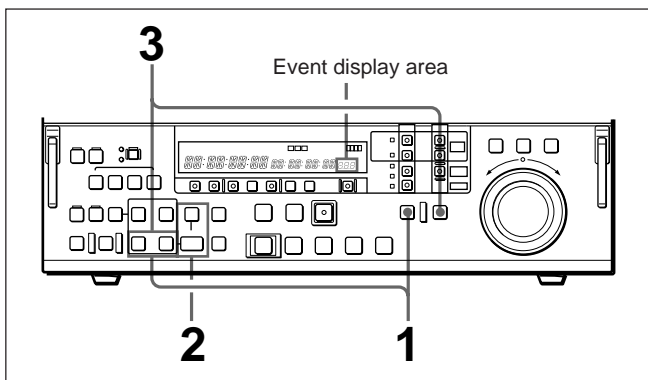
*For details of how to adjust edit points after carrying out multi-event editing, see Section 5-4-1, “Modifying Edit Points After Carrying Out Editing” (page 5-17).*

### Notes

- It is not possible to carry out multi-event editing with TAPE specified as the recorder.
- It is possible to specify only an IN point on the recorder.
- The event specifications are lost when the system is powered off or when the player specification is changed.

### 5-3-1 Saving Event Specifications

To save event specifications use the following procedure.



- 1 Set both of the player IN and OUT points.

#### If you specify the player IN point to be after the OUT point

The DELETE button flashes.

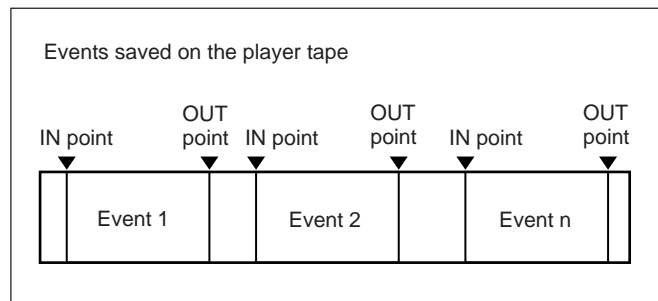
Holding down the DELETE button, press the IN or OUT button to delete the player IN or OUT point, then enter the correct value.

- 2 Holding down the EVENT button, press the ENTRY button.

The event defined by the player IN and OUT points set in step 1 is saved; the EVENT button lights, and the event number is displayed in the event display area.

(The event numbers start from 1, and continue in sequence 2, 3, 4, etc.)

**Repeat steps 1 and 2 for each of the events (maximum 100) you wish to save.**



- 3 Set either the recorder IN point or OUT point. (This step is not required when MASTER is the recorder.)

#### If both recorder IN and OUT points are set (Before Version 2.00)

The recorder OUT point is ignored.

(Version 2.00 or later)

The DELETE button flashes.

Holding down the DELETE button, press the OUT button to delete the recorder OUT point.

### 5-3-2 Modifying and Deleting Events

#### Modifying the event IN and OUT points

Once an event has been saved, it is not possible to modify the IN and OUT points. First delete the event, then save a new version with the required settings.

*For details of how to adjust edit points before saving the event, see Section 5-2-7, “Modifying and Deleting Edit Points” (page 5-8).*

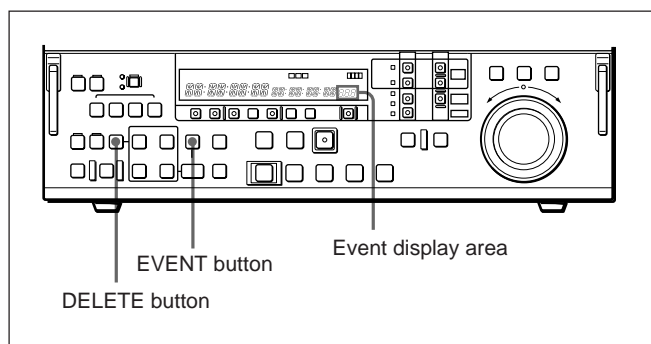
*For details of how, after carrying out editing, to recall an event from the program and modify it, see Section 5-4-1, “Modifying Edit Points After Carrying Out Editing” (page 5-17).*

#### Deleting an event

When events are saved, you can delete them sequentially from the newest event.

To delete the newest event, hold down the DELETE button and press the EVENT button.

This deletes the newest event, and the event number shown in the event display area is decremented by one.



By repeating this operation, you can delete any number of consecutive events.

If all the events are deleted, the EVENT button goes off.

### 5-3-3 Preview

When it is possible to carry out a preview, the PREVIEW/REVIEW button flashes.

To carry out the preview, press the PREVIEW/REVIEW button.

- In the case of an event not yet saved (the IN button and OUT button are both lit, and the EVENT button is off)

The current event only is previewed.

- After an event is saved (the IN button and OUT button are both off, and the EVENT button is lit)  
All of the saved events are previewed as a continuous editing segment.

In either case, only the player playback video for the editing segment is monitored. (Player preview)

If, however, MASTER or PROGRAM is the player and PROGRAM is the recorder, then the recorder playback video for the preroll and postroll segments can also be monitored (R-P-R preview).

### 5-3-4 Carrying Out Multi-Event Editing

When the events have been saved, and you can carry out multi-event editing, the AUTO EDIT button flashes.

To carry out the multi-event editing, press the AUTO EDIT button.

The AUTO EDIT button changes from flashing to continuously lit, and the editing operation starts.

When the editing operation completes, the AUTO EDIT button goes off.

#### Notes

- When you carry out the editing, the saved events are deleted.
- In the multi-event editing process, if there are edit points set but not saved as an event, they are ignored.

## 5-3 Multi-Event Editing

---

### Monitoring during editing

During editing, you can monitor the player events in the same way as in a preview.

#### Note

When MASTER or PROGRAM is specified as the player and PROGRAM is specified as the recorder, executing the multi-event editing causes the program information to be saved to the hard disk and no image to be output to the monitor.

### Stopping the editing operation (with TAPE or EXT specified as the player)

To stop a multi-event editing operation in progress, press the STOP button.

### Reviewing the editing results

After carrying out an editing operation, you can carry out a review, to check the editing results on the monitor.

To carry out a review, press the PREVIEW/REVIEW button after carrying out the edit and before you set any new edit points or make modifications.

The PREVIEW/REVIEW button lights, and the review is carried out.

At the end of the review the PREVIEW/REVIEW button goes off, and the recorder returns to the OUT point of the last event.

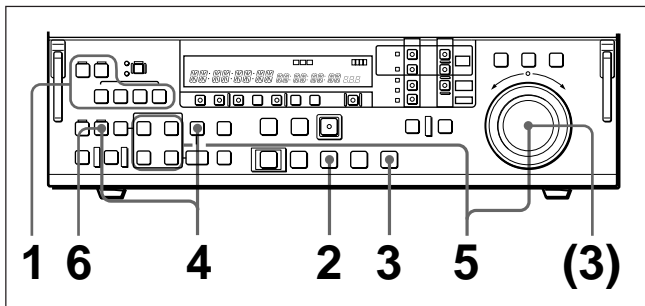
## 5-4 Special Nonlinear Editing Operations

This section describes the following special editing operations which you can use for nonlinear editing on the unit:

- Modifying edit points after carrying out editing
- Deleting an arbitrary segment after carrying out editing
- Reordering events after carrying out editing

### 5-4-1 Modifying Edit Points After Carrying Out Editing

You can recall an event from a created program and modify the edit points. With PROGRAM specified as the recorder, and with both the PLAYER button and RECORDER button off (the SELF mode), carry out the following procedure.



- 1 Select the editing mode.
  - **For assemble editing or all-channel insert editing**  
Press the ASSEMBLE/ALL button, turning it on.
  - **For separate channel insert editing**  
Press one of the VIDEO, and AUDIO CH-1 to AUDIO CH-4 buttons, turning it on.

When the ASSEMBLE/ALL button is lit, you can select INS (insert) or OVL (overlay) mode. In other cases, OVL is selected automatically. The editing results depend on which of INS and OVL is selected.

*For details, see the section “Nonlinear editing and the setting of the EDITING MODE button” (page 5-6).*
- 2 Press the PLAY button to start playing back the program.
- 3 At any point in the event of which you wish to modify an edit point, press the STOP button or press the search dial to stop the playback.

- 4 Holding down RECALL button, press the EVENT button, turning it on.

The IN and OUT points of the event you selected in step 3 are recalled and the IN button and OUT button come on.

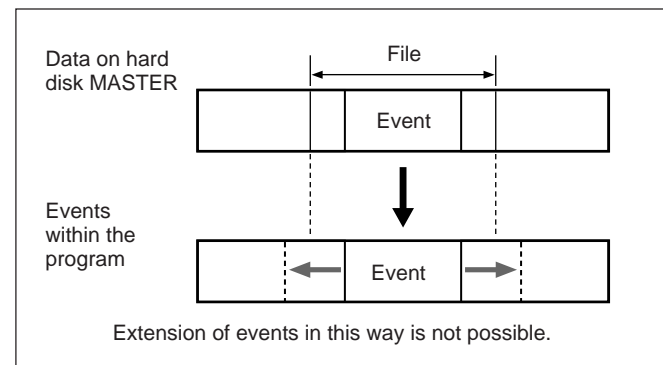
#### Aborting the modification of the edit points

Press the RECALL button once more, turning it off.

- 5 Carry out either of the following operations.
  - Hold down the IN button or OUT button (or AUDIO IN button or AUDIO OUT button) according to the edit point you wish to modify, and turn the search dial to adjust the edit point.
  - Hold down the ENTRY button, and press the IN button or OUT button (or AUDIO IN button or AUDIO OUT button) according to the edit point you wish to modify, and set a new value.
- 6 Press the AUTO EDIT button, carrying out edit point modification.

#### Notes

- For an event which has different edit points specified for different channels, when you have selected assemble editing or all-channel insert editing (the ASSEMBLE/ALL button is lit), it is not possible to modify the edit points.
- Events within a program comprise data recorded as files on the hard disk MASTER. It is not possible to modify the edit points outside the range of data physically present.



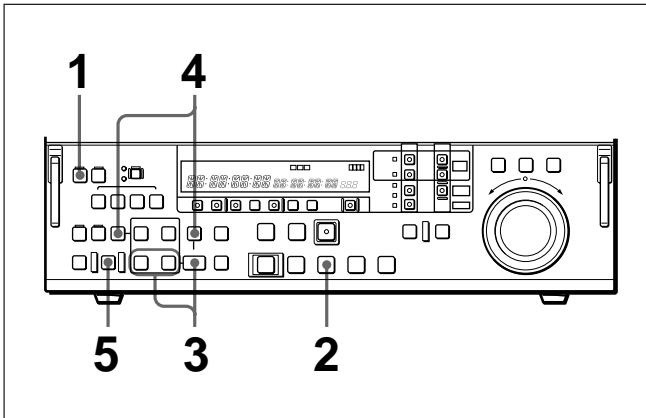


## 5-4 Special Nonlinear Editing Operations

### 5-4-2 Deleting an Arbitrary Segment After Carrying Out Editing

You can delete an arbitrary segment from a created program.

With PROGRAM specified as the recorder, and with both the PLAYER button and RECORDER button off (the SELF mode), carry out the following procedure. (This operation is only possible when the editing mode selection is such that the ASSEMBLE/ALL button is lit.)



- 1 Press the ASSEMBLE/ALL button, turning it on.
- 2 Press the PLAY button to start playing back the program.
- 3 At the required positions, hold down the ENTRY button and press the IN button or OUT button to define the segment to be deleted.
- 4 Hold down the DELETE button, and press the EVENT button.

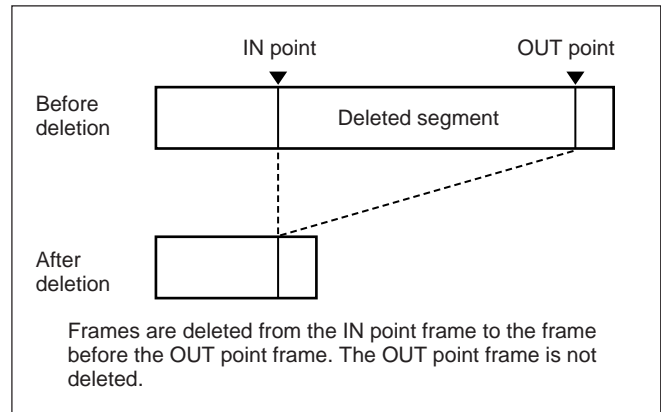
The DELETE button and EVENT button light, and the PREVIEW/REVIEW button and AUTO EDIT button begin to flash.

#### Aborting the deletion of the segment

Press the DELETE button once more, turning it off.

- 5 Press the AUTO EDIT button.

This deletes the segment defined in step 3 from the program.



#### To delete the entire segment after the IN point

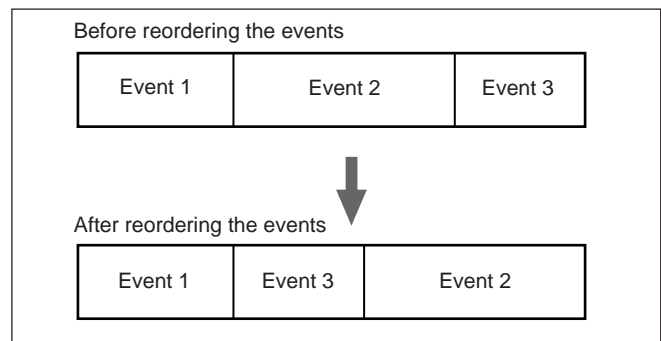
Carry out the procedure described above without setting an OUT point.

#### To delete the entire segment before the OUT point

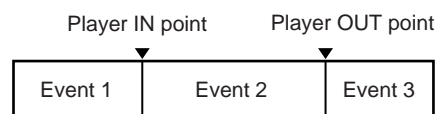
Carry out the procedure described above without setting an IN point. (The OUT point frame is not deleted.)

### 5-4-3 Reordering Events After Carrying Out Editing

By applying the operations described above, you can change the order of events within a program. This section describes the sequence of operations required to reorder events as shown in the following figure.

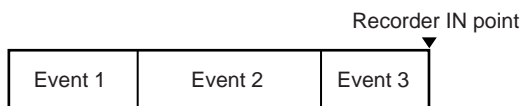


- 1 Specify PROGRAM as both recorder and player.
- 2 Specify the IN and OUT points of event 2 as the player IN and OUT points.





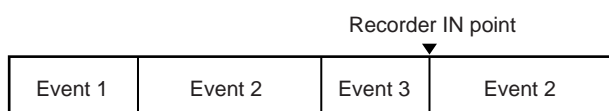
- 3** Specify the OUT point of event 3 as the recorder IN point.



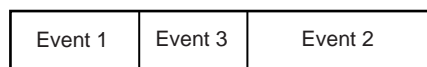
The AUTO EDIT button and PREVIEW/REVIEW button light.

- 4** Carry out automatic editing.

This records event 2 at the recorder IN point.

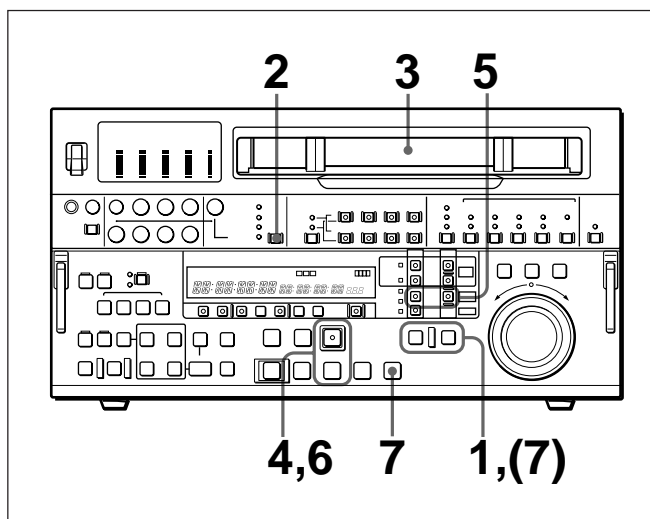


- 5** Use the procedure described in Section 5-4-2, “Deleting an Arbitrary Segment After Carrying Out Editing” to delete original event 2 between events 1 and 3.



#### 5-4-4 Simultaneous Recording on Tape and the Hard Disk

An external signal input to the unit can be recorded on tape and on the hard disk simultaneously. To do this, specify EXT as the player and MASTER as the recorder, then proceed as follows.



- 1** Make sure the PLAYER button and RECORDER button are both off. (SELF mode)  
If either or both of them are on, press them, turning them off.

- 2** Use the VIDEO INPUT SELECT switch to select the input signal.

- 3** Insert a cassette.

- 4** Hold down the PLAY button and press the REC button.

Recording on the hard disk (DISK MASTER) starts.

- 5** Press the TAPE button in the PLAYER row or RECORDER row.

The TAPE button starts flashing.  
While the TAPE button is flashing, the tape/disk transport control section on the lower control panel is operable to control the tape transport.

- 6** Hold down the PLAY button and press the REC button.

Recording on the tape starts.

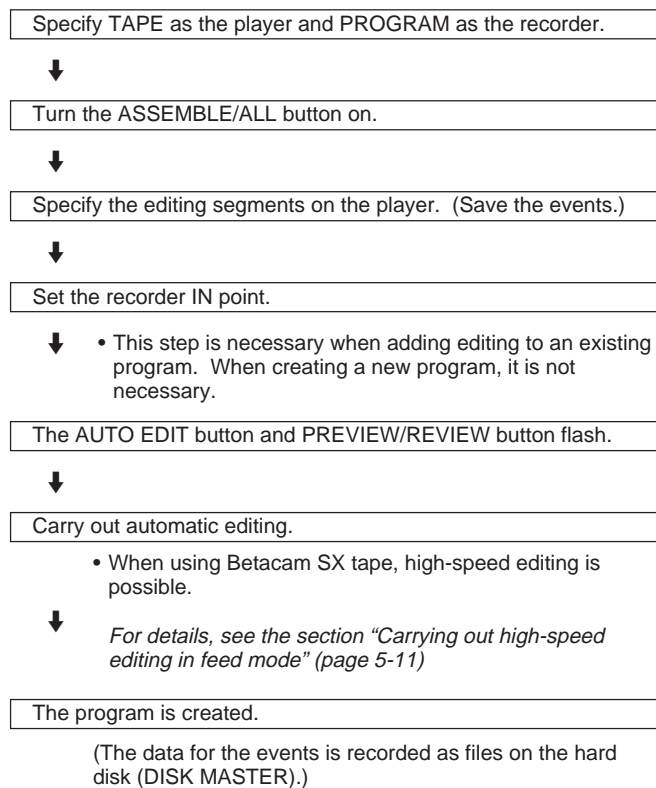
- 7** To stop recording, operate as follows.
- **To stop recording on the tape**  
Press the STOP button.
  - **To stop recording on the hard disk**  
Press the PLAYER button or RECORDER button, turning the flashing TAPE button off, then press the STOP button.

#### To eject the cassette

Press the TAPE button, causing it to start flashing, then press the EJECT button

# 5-5 Summary of Editing Operations

The following figure summarizes the general flow of operations in a typical multi-event editing operation from material originally acquired on tape.



Reference for operations:  
Section 5-2-4, "Specifying Devices" (page 5-4)

Reference for operations:  
Section 5-2-5, "Selecting the Editing Mode" (page 5-4)

References for operations:  
Section 5-2-6, "Setting Edit Points" (page 5-7)  
Section 5-3-1, "Saving Event Specifications" (page 5-14)

Reference for operations:  
Section 5-2-6, "Setting Edit Points" (page 5-7)

References for operations:  
Section 5-2-10, "Carrying Out Editing" (page 5-11)  
Section 5-3-4, "Carrying Out Multi-Event Editing" (page 5-15)

## When modification of edit points or other operations are necessary after carrying out editing

See Section 5-4-1, "Modifying Edit Points After Carrying Out Editing" (page 5-17).

## 5-6 Points to Remember About Editing

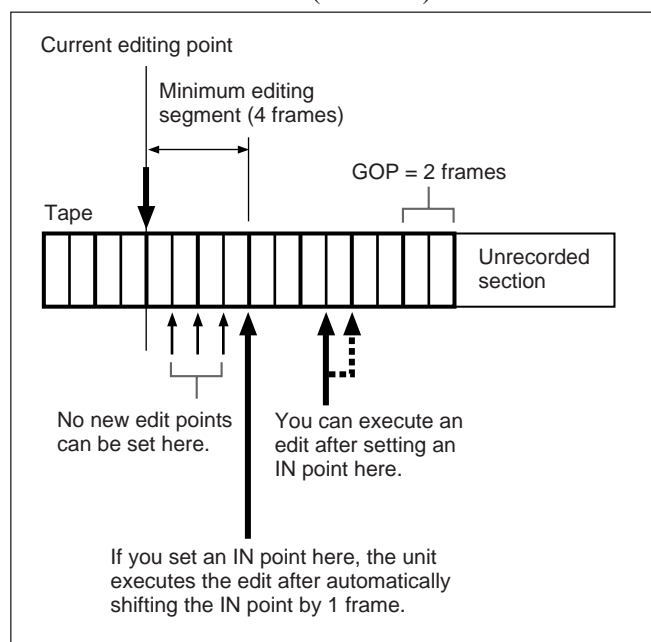
### 5-6-1 Automatic Previews in Tape Editing

When editing with TAPE selected as the recorder, a preview is conducted automatically when you press the AUTO EDIT button and edit execution begins after the preview.

Tracking information about the IN points on the tape is required in automatic editing. This information is collected during the preview.

### 5-6-2 Tape Editing Precision

Tape editing is carried out as assemble editing in units of GOPs (Group of Picture = 2 frames). Tape editing precision is  $\pm 1$  frame. The smallest editing segment that can be set is 2 GOPs (4 frames).



There is no fixed relationship between odd-numbered or even-numbered frames and GOP divisions. The relationship depends on current conditions.

### 5-6-3 Preroll In Editing From Hard Disk to Tape

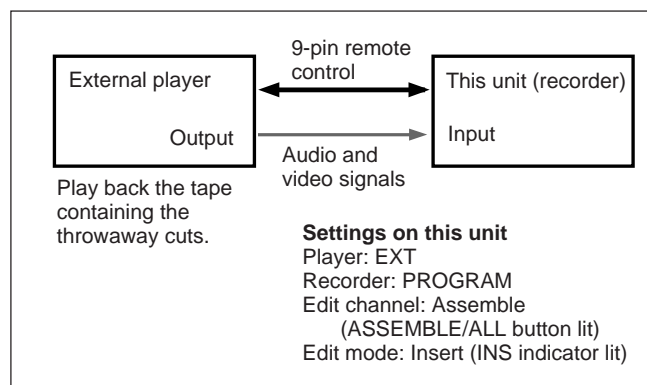
When you select TAPE as the recorder and MASTER or PROGRAM as the player, preroll is required for both the recorder and player.

Therefore, when editing to tape from the start of your program, you should insert about 30 seconds of throwaway cuts in the preroll segment at the start of the program.

You can use either of the following two methods to insert throwaway cuts into a program that has already been created.

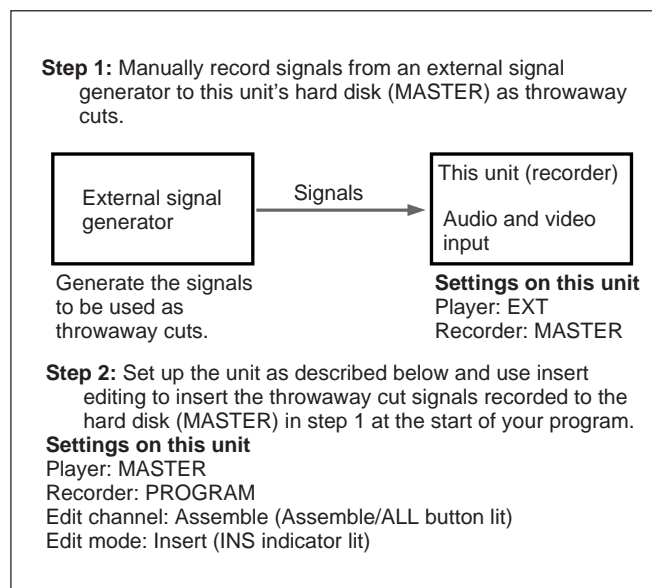
#### Inserting cuts by insert editing with an external player

Use insert editing to insert throwaway cuts from an external player at the start of your program.



#### Recording signals from an external signal generator

Manually record signals from an external signal generator to this unit's hard disk (MASTER), then insert them as throwaway cuts at the start of your program.



# 5-6 Points to Remember About Editing

## 5-6-4 Limitations When Editing With MASTER as Player

Player IN and OUT points cannot be located in different files.  
When you execute an edit without setting an OUT point, the edit ends automatically at the end point of the player (MASTER) file. Continuous editing of several files is not possible.

### Multi-event editing

Events can be registered in different files, but a single event cannot extend across different files.

## 5-6-5 Control of the Audio and Video Recording Levels

During execution of an automatic edit, you can control the audio recording level and video recording level by rotating the REC and VIDEO knobs on the upper control panel and the VIDEO knob on the subsidiary control panel. The following table shows the knobs employed, according to the device specification and the signals controlled.

| Device specification |          | Audio recording level  | Video recording level          |
|----------------------|----------|------------------------|--------------------------------|
| Player               | Recorder |                        |                                |
| EXT <sup>a)</sup>    | TAPE     | REC knob               | VIDEO knob <sup>b)</sup>       |
|                      | MASTER   |                        |                                |
|                      | PROGRAM  |                        |                                |
| TAPE                 | TAPE     | Editing not possible   |                                |
|                      | MASTER   | REC knob <sup>c)</sup> | Subsidiary panel <sup>c)</sup> |
|                      | PROGRAM  |                        |                                |
| PROGRAM              | TAPE     | REC knob               | Subsidiary panel               |
|                      | MASTER   | Editing not possible   |                                |
|                      | PROGRAM  | REC knob <sup>d)</sup> | Subsidiary panel <sup>d)</sup> |
| MASTER               | TAPE     | REC knob               | Subsidiary panel               |
|                      | MASTER   | Editing not possible   |                                |
|                      | PROGRAM  | REC knob <sup>e)</sup> | Subsidiary panel <sup>e)</sup> |

- a) Only when external input is other than SDDI.
- b) Only when composite video input signals are selected. Otherwise control is not possible.
- c) Only when using Betacam or Betacam SP tape. Otherwise control is not possible.
- d) Control is possible only during editing in SELF mode started by pressing the EVENT button and the AUDIO EDIT button simultaneously on Version 2.00 or later units.  
In this case, by setting extended menu items 321 and 322 to EXT, you can control signals re-input via external devices such as a video effector and an audio mixer.
- e) Control is possible only during editing started by pressing the EVENT button and the AUDIO EDIT button simultaneously on Version 2.00 or later units.  
In this case, by setting extended menu items 321 and 322 to EXT, you can control signals re-input via external devices such as a video effector and an audio mixer.



## 6-1 Automatic Editing

This section describes how to carry out automatic editing using the VTR built into the unit and an external VTR connected to the unit using the REMOTE-IN(9P) connector.

### 6-1-1 Overview

#### Editing mode

Editing with the VTR built into the unit and an external VTR is always carried out as assemble editing. This is the editing mode in which successive portions of the edited result are recorded on the end of the already completed section. The CTL signal, video signal, audio signal, and timecode are all newly recorded on the tape.

#### Using CTL to interpolate timecode values

When you are using timecode values as edit point addresses, the timecode must be recorded on the tape in correct time sequence (i.e. the sections must be in strictly ascending time order).

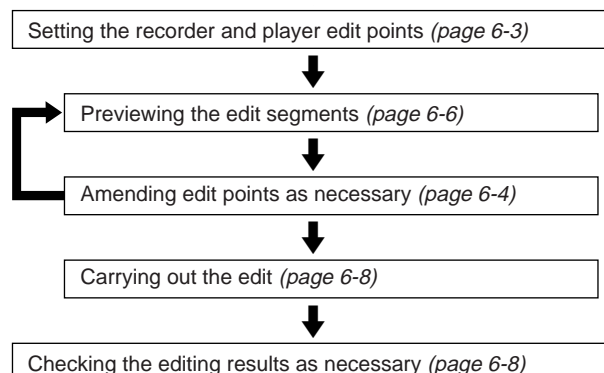
If the timecode values are all in correct time sequence, then if there are any discontinuities in the timecode, the unit allows them to be interpolated using the CTL counter.

#### Recording timecode

For automatic editing, regardless of the settings of the INT/EXT switch and PRESET/REGEN switch, timecode is recorded continuously from the previous timecode recorded on the tape. Using extended menu item 610, it is also possible to record time code according to the settings in the time code setting section on the lower control panel.

#### Sequence of editing operations

The following flowchart outlines the sequence of operations in automatic editing with two VTRs.



#### Notes on video output to the monitor

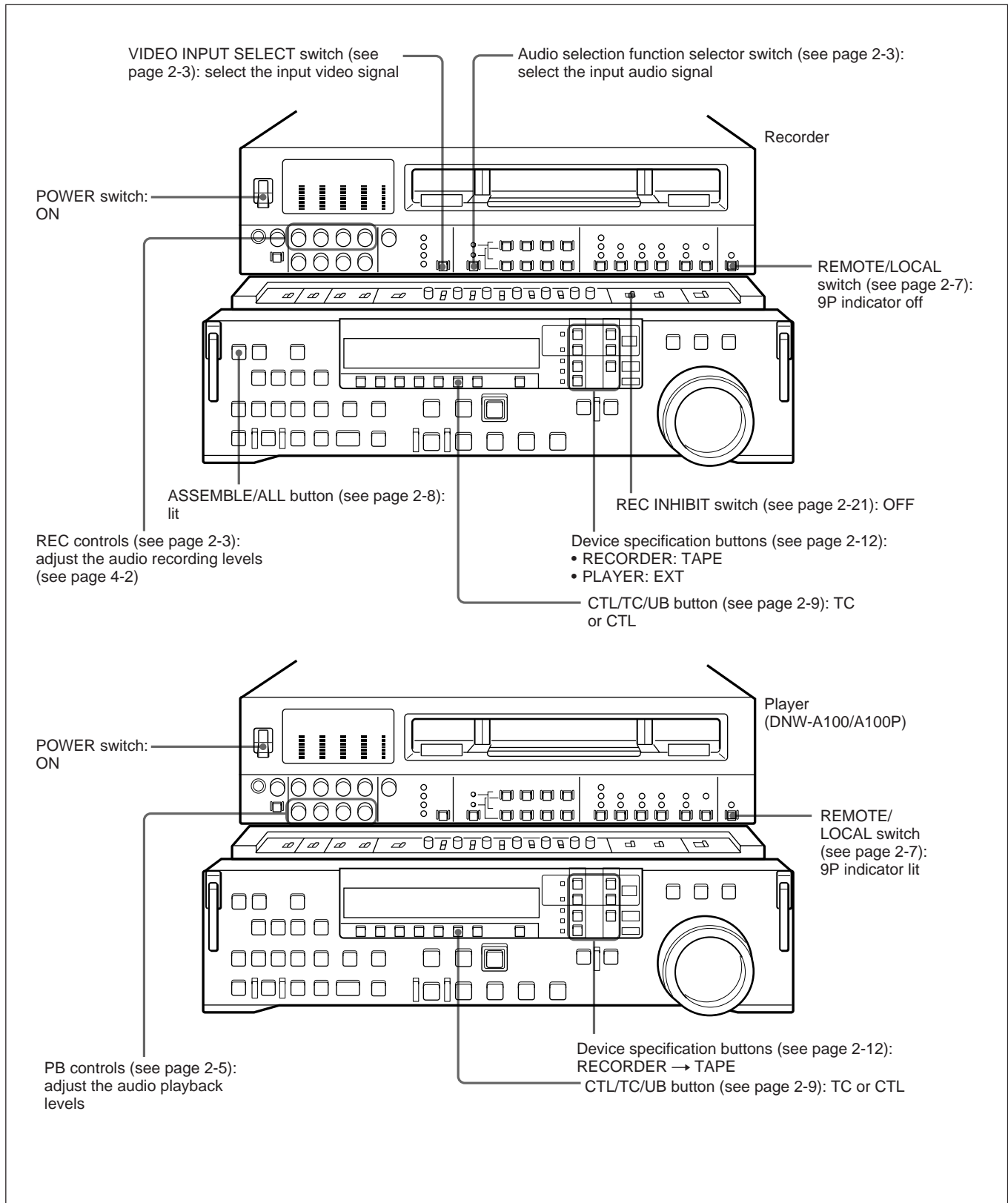
In E-E mode, the video output of the unit is delayed by the time for video circuit processing with respect to the input video signal.

For playback to be carried out in editing mode with both the player and recorder specified, you can use extended menu item 701 to delay the V-SYNC phase, aligning it with the video output of the unit. (This is not possible for playback operations described in Chapter 4, “Recording and Playback”.)

## 6-1 Automatic Editing

### 6-1-2 Switch Settings

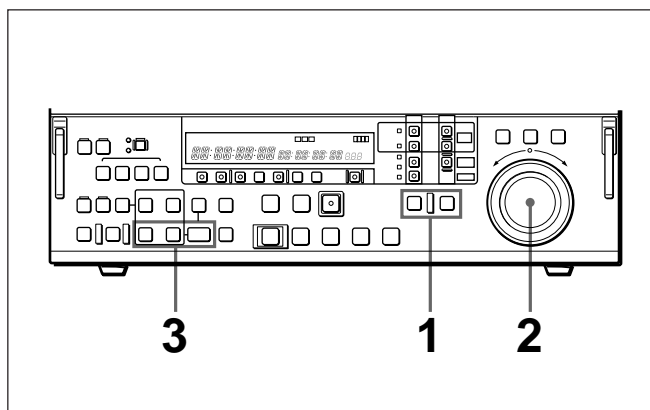
Before beginning editing, set the switches as follows.



### 6-1-3 Setting Edit Points

Set the edit points for assemble editing between the recorder and player.

#### To set an edit point



- 1** Press the RECORDER button or PLAYER button to select the VTR on which you will set the edit point.

The button which you have pressed lights.

- 2** Turn the search dial in jog or shuttle mode, and position the tape at the required edit point.

*For details of playback in jog or shuttle mode, see the sections “Playback in jog mode” (page 4-8) and “Playback in shuttle mode” (page 4-9).*

- 3** At the point at which you wish to set the IN point or OUT point, hold down the ENTRY button and press the IN button or OUT button as the case may be.

When the IN point or OUT point is set, the IN button or OUT button respectively lights.

- 4** Repeat steps **1** to **3** until all the necessary edit points are set.

When the IN points on both the recorder and player are set, the PREVIEW/REVIEW button and AUTO EDIT button flash, and it becomes possible to carry out a preview or editing operation.

#### Automatic setting of edit points

Editing requires four edit points: the IN and OUT points on both the recorder and player. However, once any three of these points are defined, the last point is set automatically. For example, if you set the recorder IN and OUT points, and the player IN point, the player OUT point is set automatically.

#### Note

In the following cases, the DELETE button begins to flash and you cannot carry out automatic editing.

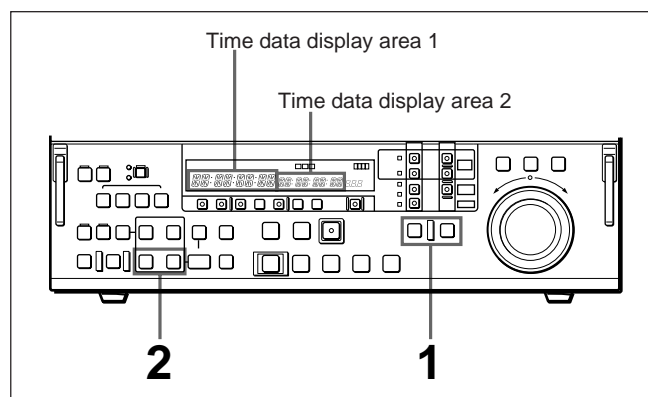
- The OUT point is before the IN point.
- All four of the recorder IN and OUT points and the player IN and OUT points have been set.

Use the DELETE button to delete a redundant edit point, or set the edit points correctly.

*For details of deleting edit points, see the section “Deleting an edit point” (page 6-5).*

#### To display the time value for an edit point

You can display the time value for an edit point in the device specification and display section (see page 2-10). The IN point appears in time data display area 1, and the OUT point in time data display area 2.



- 1** Press the RECORDER button or PLAYER button to select the VTR on which you wish to check the edit point.

The button you have pressed lights.

- 2** Hold down the IN button or OUT button according to the edit point you wish to check.

While you hold down the button, the IN indicator or OUT indicator of time data display area 1 or 2 lights, and the time value of the edit point is displayed.

(Continued)



## 6-1 Automatic Editing

### To display the duration of an edit

You can display the duration between two edit points in the following three cases, in the device specification and display section (*see page 2-10*).

- When both the IN point and OUT point are set: the duration of the segment between the two points
- When only one of the IN point and OUT point is set: the duration of the segment between the point which is set and the current tape position
- When neither of the IN point and OUT point is set: the duration of the previous editing segment

The duration is displayed across time data display areas 1 and 2, thus: “DURATION 00:01:10:00”.

To display a duration, use the following procedure.

- 1** Press the RECORDER button or PLAYER button to select the VTR on which you wish to check the duration.

The button you have pressed lights.

- 2** Hold down both the IN button and OUT button.

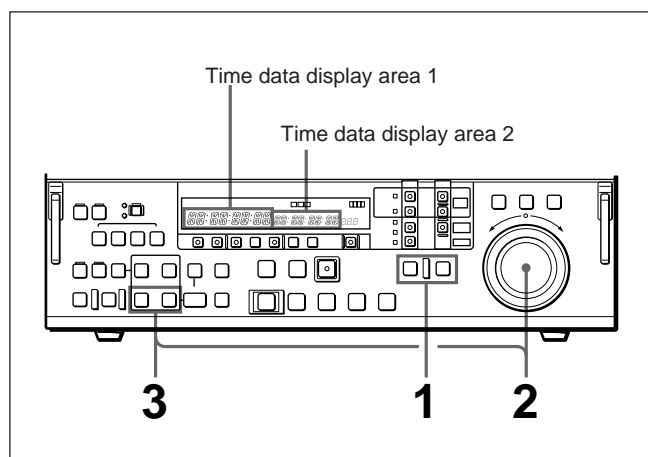
While you hold down the buttons, the duration is displayed across time data display areas 1 and 2.

### 6-1-4 Modifying and Deleting Edit Points

If the edit points are not set correctly, for example if an OUT point is before a corresponding IN point, the DELETE button flashes, and it is not possible to carry out a preview or editing operation. In this case, either modify the erroneous edit point, or first delete it and then enter it correctly.

#### Modifying an edit point

To modify an edit point, use the following procedure.



- 1** Press the RECORDER button or PLAYER button to select the VTR on which you wish to modify the edit point.

The button you have pressed lights.

- 2** Hold down the IN button or OUT button according to the edit point you wish to modify, and turn the search dial as follows:
  - To advance the edit point: the FORWARD direction
  - To delay the edit point: the REVERSE direction

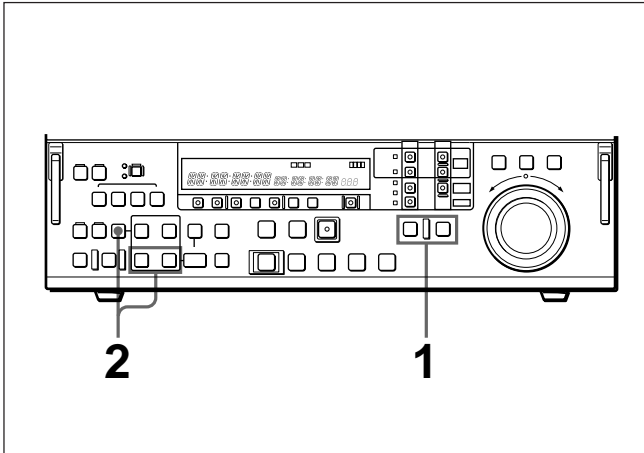
The time value for the IN or OUT point displayed in time data display area 1 or 2 increases or decreases according to the direction in which you turn the search dial.

- 3** When the modification is completed, release the button you pressed in step **2**.



## Deleting an edit point

To delete an edit point, use the following procedure. You can use the same procedure whether or not the DELETE button is flashing.



- 1** Press the RECORDER button or PLAYER button to select the VTR on which you wish to delete the edit point.

The button you have pressed lights.

- 2** Hold down the DELETE button and press the IN button or OUT button according to the edit point you wish to delete.

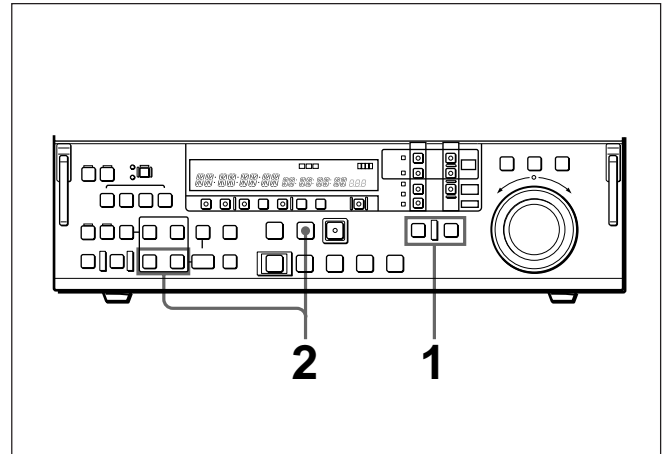
The IN point or OUT point is deleted according to which button you pressed, and the DELETE button goes off.

### To restore a deleted edit point

To restore an edit point immediately after deleting it, hold down the IN button or OUT button according to the edit point you wish to restore, and press the RECALL button.

## 6-1-5 Cue-up to Edit Points and Preroll

To preroll to an edit IN point or cue up to any edit point, use the following procedure.



- 1** Press the RECORDER button or PLAYER button to select the VTR on which you wish to operate.

The button you have pressed lights.

- 2** • **To cue up to an edit point**  
Hold down the IN button or OUT button according to the edit point to which you wish to cue up, and press the PREROLL button.

This cues up to the edit point you have selected.

- **To preroll**  
Press the PREROLL button.

The tape is wound back to a position 5 seconds before the edit IN point, and stops.

### To change the preroll time

The factory default setting for the preroll time is 5 seconds, but you can use basic menu item 001 to change this to any value from 0 to 30 seconds. If you change the preroll time, make sure that the setting is not longer than the recording length before the edit IN point.

Note that for automatic editing, the preroll time setting on the recorder takes precedence.

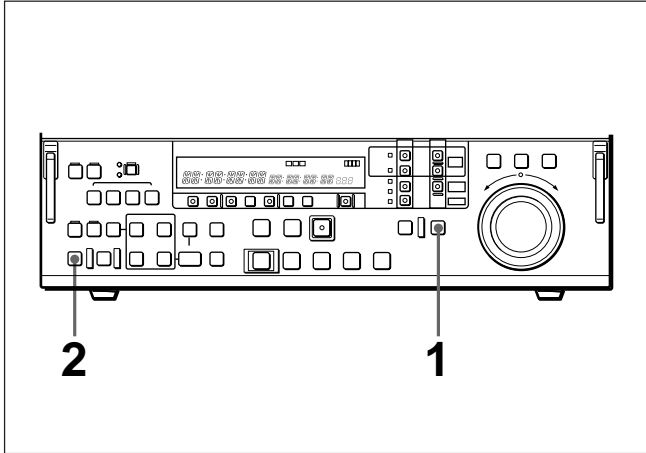
*For more information about the basic menu, see Section 7-2, "Basic Menu" (page 7-1).*

## 6-1 Automatic Editing

### 6-1-6 Preview

When you have set the edit points, the PREVIEW/REVIEW button flashes, indicating that you can carry out a preview.

To carry out a preview, use the following procedure.



**1** Press the RECORDER button, turning it on.

**2** Press the PREVIEW/REVIEW button.

The PREVIEW/REVIEW button changes from flashing to continuously lit, and the preview is carried out.

At the end of the preview, the PREVIEW/REVIEW button goes off.

#### To stop the preview

Press the STOP button.

The tape stops at the position where you pressed the button.

#### To return the tape to the preroll point

Press the PREROLL button.

#### To return the tape to the IN point or OUT point

Press the PREROLL button and the IN button or OUT button simultaneously.

After the preview, make adjustments to the edit points, then repeat the preview as necessary.

*For details of how to modify or delete edit points, see Section 6-1-4, “Modifying and Deleting Edit Points” (page 6-4).*

### Monitor output

During a preview, you can monitor the playback video on a monitor connected to the recorder. The type of video depends on the current settings.

*For details, see the table “Monitor output video during previews and editing” in Section 5-2-9 “Preview”, referring to the case when the player is EXT and the recorder is TAPE.*

## 6-1-7 Carrying Out Automatic Editing

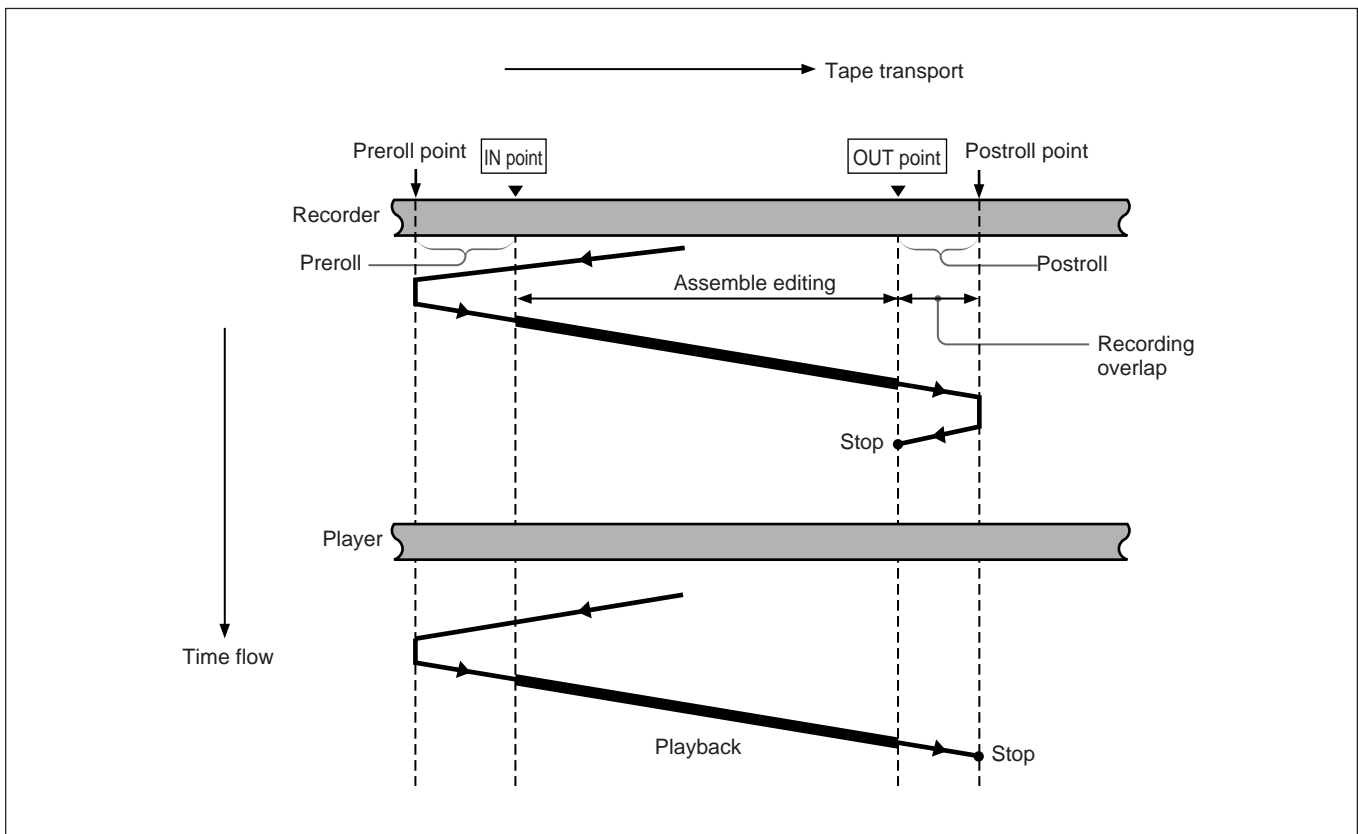
### Overview

When you carry out automatic editing, the recorder and player operate as shown in the following figure, to copy the video and audio signals between the IN and OUT points on the player to the segment between the IN and OUT points on the recorder.

### Monitor output

During execution of an automatic edit, you can monitor the playback video on a monitor connected to the recorder. The type of video depends on the current settings.

*For details, see the table “Monitor output video during previews and editing” in Section 5-2-9 “Preview”, referring to the case when the player is EXT and the recorder is TAPE.*



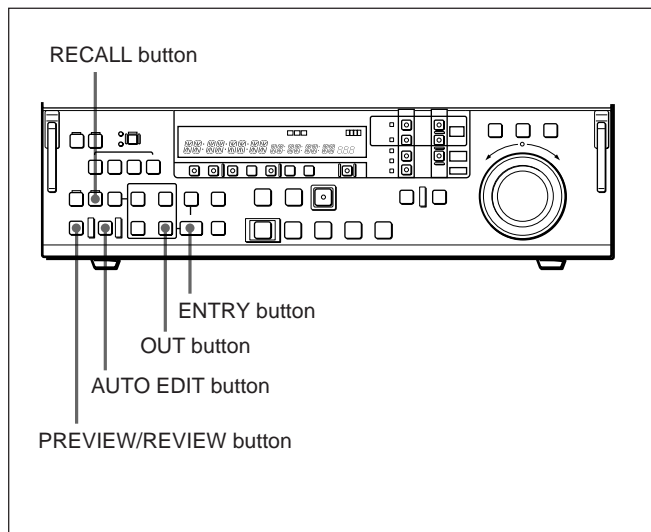
## 6-1 Automatic Editing

### Starting automatic editing

When you have set the edit points, press the flashing AUTO EDIT button.

The AUTO EDIT button changes from flashing to continuously lit, and the automatic editing operation begins.

At the end of the editing operation, the AUTO EDIT button goes off.



### To change the OUT point after starting automatic editing operation

After starting the automatic editing operation, to end the operation before the preset OUT point, hold down the ENTRY button and press the OUT button.

The position where you pressed the button becomes the OUT point, and editing ends.

### To abandon automatic editing

Press the STOP button.

The automatic editing operation is abandoned. At the same time, the PREVIEW/REVIEW button and AUTO EDIT button start flashing, and the state before the editing was started is restored.

In this case, the IN and OUT points already set are preserved so that you can carry out a preview or automatic editing operation again by pressing the PREVIEW/REVIEW button or AUTO EDIT button.

### Reviewing the editing results

After carrying out an editing operation, you can carry out a review, to check the editing results on the monitor.

To carry out a review, after carrying out the edit, and before you set any new edit points or make other settings, press the PREVIEW/REVIEW button.

The PREVIEW/REVIEW button lights, and the review is carried out.

At the end of the review the PREVIEW/REVIEW button goes off, and the tape returns to the OUT point.

### After automatic editing, to adjust the edit points and reexecute the edit

Hold down the RECALL button or DELETE button, and press the ENTRY button to recall the edit points. After adjusting the edit points, press the AUTO EDIT button to carry out the edit again.

*For details of how to adjust edit points, see Section 6-1-4, "Modifying and Deleting Edit Points" (page 6-4).*

## 6-2 Special Automatic Editing Methods

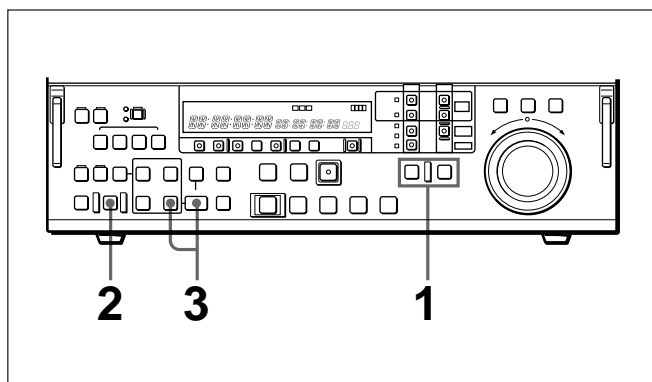
This section describes the following automatic editing methods:

- Quick editing
- Continuous editing
- Standalone editing

### 6-2-1 Quick Editing

After selecting the edit mode, you can save on editing time by setting the edit points and executing the edit at the same time.

For quick editing, use the following procedure.



- 1 When operating the player, press the **PLAYER** button, turning it on, and when operating the recorder, press the **RECORDER** button, turning it on, then stop the tapes on both the player and the recorder at the positions you wish to make the respective IN points.

- 2 Press the **AUTO EDIT** button.

Editing starts.

- 3 Watching the editing on the monitor, at the position you wish to make the OUT point, hold down the **ENTRY** button and press the **OUT** button.

Editing ends.

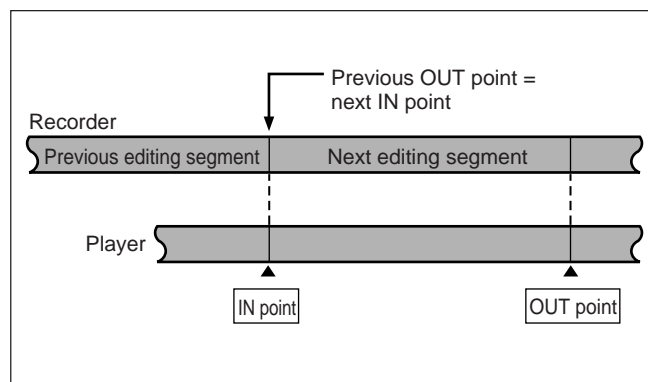
The point at which you started the editing becomes the IN point, and the point at which you ended the editing becomes the OUT point.

#### If you want to preview

In step 1, after setting the recorder or player IN point, press the **PREVIEW/REVIEW** button.

### 6-2-2 Continuous Editing

After an automatic editing operation, the recorder automatically returns to the OUT point. For the second and subsequent editing operations, you can continue editing by simply specifying the IN and OUT points on the player. In this case the current OUT point on the recorder becomes the new IN point.



After automatic editing of one edit segment, to carry out continuous editing use the following procedure.

- 1 Set the player IN and OUT points.

On the recorder the OUT point for the previous edit becomes the new IN point.

- 2 Press the **PREVIEW/REVIEW** button to carry out a preview.

- 3 Press the **AUTO EDIT** button.

This executes the edit.

When the editing operation is completed, the recorder stops at the OUT point, and the player stops 2 seconds after the OUT point.

By repeating this process, you can carry out continuous editing.

## 6-2 Special Automatic Editing Methods

### 6-2-3 Standalone Editing

This refers to editing using as the player an external device which cannot be controlled remotely through the REMOTE-IN(9P) connector. For example, you can record a color bar signal from a signal generator in the joints between the events of an already completed program.

#### Carrying out standalone editing

To carry out standalone editing, specify EXT as the player and TAPE as the recorder.

First use the VIDEO INPUT SELECT switch to select the signal being generated by the signal generator connected to the unit, then with both the PLAYER button and RECORDER button off (the SELF mode), set the IN point.

The AUTO EDIT button flashes, and it is now possible to carry out automatic editing.

If necessary, you can also first set the OUT point.



## 7-1 Menu System Configuration

The menu system of this unit comprises the basic menu, extended menu and disk file management menu.

- Basic menu

This menu is used to make settings relating, for example, to the following.

- the hours meter
- the preroll time
- the character information superimposed on the output to the monitor
- switching between the 525/60 (NTSC) system and 625/50 (PAL) system
- the menu banks for retaining menu settings

*For detailed information about menu operation relating to the hours meter, see Section 8-5 “Digital Hours Meter” (page 8-3).*

- Extended menu

This menu is used to make a wide range of settings relating to the functions of this unit, for example, the control panel functions, video and audio control, and digital data processing.

- Disk file management menu

This menu is used to make settings relating to the creation and management of files on the built-in hard disk.

## 7-2 Basic Menu

### 7-2-1 Items in the Basic Menu

The basic menu contains the following items.

default settings are indicated by an enclosing box.

In the “Settings” column of the table, the factory

| Item number           | Item name            | Settings   |
|-----------------------|----------------------|--|
| 001                   | PREROLL TIME         | <b>0S ... <span style="border: 1px solid black;">5S</span> ... 30S</b> : Set the preroll time to between 0 and 30 seconds. A preroll time of at least 5 seconds is recommended when using this unit for editing.   |
| 002 <sup>a)</sup>     | CHARACTER H-POSITION | Adjust the horizontal screen position of the character information output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector for superimposed display on the monitor.<br><b>00 ... <span style="border: 1px solid black;">14</span> ... 24 (525 mode)/00 ... <span style="border: 1px solid black;">12</span> ... 22 (625 mode)</b> : The hexadecimal value 00 is for the far left of the screen and 24 (decimal 36) for the far right. Increasing the value moves the position of the characters to the right. |
| 003 <sup>a), b)</sup> | CHARACTER V-POSITION | Adjust the vertical screen position of the first line of the characters information output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector for superimposed display on the monitor.<br><b>00 ... <span style="border: 1px solid black;">56</span> ... 6A (525 mode)/00 ... <span style="border: 1px solid black;">6A</span> ... 81 (625 mode)</b> : The hexadecimal value 00 is for the top of the screen and 6A (decimal 106) for the bottom. Increasing the value lowers the position of the characters.   |
| 004                   | SYNCHRONIZE          | When editing using this unit as a controller and an external VTR connected to this unit via a 9-pin remote control cable, this item determines whether or not to operate the two units in phase synchronization.<br><b><span style="border: 1px solid black;">ON</span></b> : Operate in phase synchronization.<br><b>OFF</b> : Do not operate in phase synchronization.   |

a) When setting items 002, 003, 009, and 011, watch the monitor screen, and adjust to the required state.

b) When displaying time code values, there is a slight time delay. Therefore, when creating a tape for off-line editing, the information inserted in the upper half of the screen may be delayed by one frame.

(Continued)



## 7-2 Basic Menu

| Item number       | Item name                                | Settings  |
|-------------------|--|---|
| 005               | DISPLAY INFORMATION SELECT               | <p>Determines the kind of character information to be output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector when the CHARACTER switch on the subsidiary control panel is set to ON.</p> <p><b>T&amp;STA</b>: Time data display information and the unit's status.<br/> <b>T&amp;UB</b>: Time data display information and the user's bits.<br/> <b>T&amp;CTL</b>: Time data display information and CTL.<br/> <b>T&amp;T</b>: Time data display information and time code (LTC or VITC).<br/> <b>TIME</b>: Time code (LTC or VITC) only.</p> <p>If there is a overlap between the setting of this item and the setting of the control panel, it is automatically avoided. For example, if CTL is selected on the control panel and this menu item setting is T&amp;CTL, then CTL and LTC are output.</p> |
| 006               | LOCAL FUNCTION ENABLE                    | <p>Determines which buttons on the control panel are enabled when this unit is controlled from external equipment.</p> <p><b>DIS</b>: All buttons and switches are disabled.<br/> <b>ST&amp;EJ</b>: Only the STOP button and EJECT button are enabled.<br/> <b>ENA</b>: All buttons and switches except the RECORDER button and PLAYER button are enabled.</p>  |
| 007               | TAPE TIMER DISPLAY                       | <p>Determines whether to display the CTL count in 12-hour mode or 24-hour mode.</p> <p><b>+ -12H</b>: 12-hour mode<br/> <b>24H</b>: 24-hour mode</p>  |
| 008               | MONITORING SELECTION FOR VTR-TO-VTR EDIT | <p>For recorder-player editing with only one monitor connected to the recorder, determines whether the recorder is forced into E-E mode when the recorder's PLAYER button is pressed to view the player's playback signals on the monitor.</p> <p><b>MANU</b>: Do not force the recorder into E-E mode.<br/> <b>AUTO</b>: Force the recorder into E-E mode.</p>   |
| 009 <sup>a)</sup> | CHARACTER TYPE                           | <p>Determines the type of characters such as time code output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector for superimposed display on the monitor.</p> <p><b>WHITE</b>: White letters on a black background.<br/> <b>BLACK</b>: Black letters on a white background.<br/> <b>W/OUT</b>: White outline letters.<br/> <b>B/OUT</b>: Black outline letters.</p>  |
| 011 <sup>a)</sup> | CHARACTER V-SIZE                         | <p>Determines the vertical size of characters such as time code output from the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector for superimposed display on the monitor.</p> <p><b>×1</b>: Standard size<br/> <b>×2</b>: 2 times standard size<br/> <b>×3</b>: 3 times standard size<br/> <b>×4</b>: 4 times standard size</p>   |

a) When setting items 002, 003, 009, and 011, watch the monitor screen, and adjust to the required state.

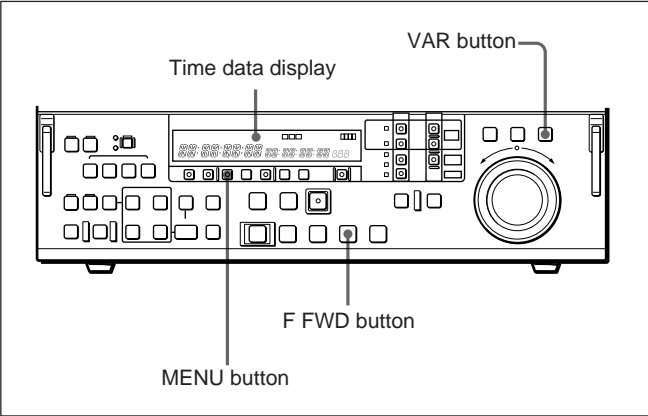
| Item number | Item name  | Settings  |
|-------------|--|---|
| 013         | 525/625 SYSTEM<br>SELECT<br><br><b>Before using this menu item, consult the person responsible for the installation.</b> | <p>Specify whether to enable switching between the 525 (NTSC) and 625 (PAL) systems.</p> <p><b>OFF:</b> Do not enable system switching.<br/><b>ON:</b> Enable system switching.</p> <p>Setting this item to ON and switching the system enables the unit to operate in the system switched to.</p> <p>The basic and extended menu settings are saved separately for 525 (NTSC) mode and 625 (PAL) mode.</p> <p><b>Limitations when using the DNW-A100/A50/A45 in 625 mode</b></p> <ul style="list-style-type: none"> <li>• Betacam and Betacam SP tape cannot be played back.</li> <li>• Composite input cannot be recorded.</li> <li>• When NTSC signals are recorded on the hard disk, the hard disk cannot be used for recording or playback. In this case, HD525 is displayed in the time data display area. In order to use the hard disk again, use the disk file management menu (<i>see page 7-25</i>) to delete all files.</li> <li>• Color frame synchronization with external reference video signals cannot be performed.</li> </ul> <p><b>Limitations when using the DNW-A100P/A50P/A45P in 525 mode</b></p> <ul style="list-style-type: none"> <li>• Betacam and Betacam SP tape cannot be played back.</li> <li>• Composite input cannot be recorded.</li> <li>• When PAL signals are recorded on the hard disk, the hard disk cannot be used for recording or playback. In this case, HD625 is displayed in the time data display area. In order to use the hard disk again, use the disk file management menu (<i>see page 7-25</i>) to delete all files.</li> <li>• Color frame synchronization with external reference video signals cannot be performed.</li> </ul> |
| B01         | RECALL BANK 1  | Set to ON to recall menu settings from menu bank 1.   |
| B02         | RECALL BANK 2  | Set to ON to recall menu settings from menu bank 2.   |
| B03         | RECALL BANK 3  | Set to ON to recall menu settings from menu bank 3.   |
| B04         | RECALL BANK 4  | Set to ON to recall menu settings from menu bank 4.   |
| B11         | SAVE BANK 1  | Set to ON to save current menu settings to menu bank 1.   |
| B12         | SAVE BANK 2  | Set to ON to save current menu settings to menu bank 2.   |
| B13         | SAVE BANK 3  | Set to ON to save current menu settings to menu bank 3.   |
| B14         | SAVE BANK 4  | Set to ON to save current menu settings to menu bank 4.   |
| B20         | RESET SETUP  | Set to ON to reset current active settings to factory default values.   |

7-2-2 Basic Menu Operations

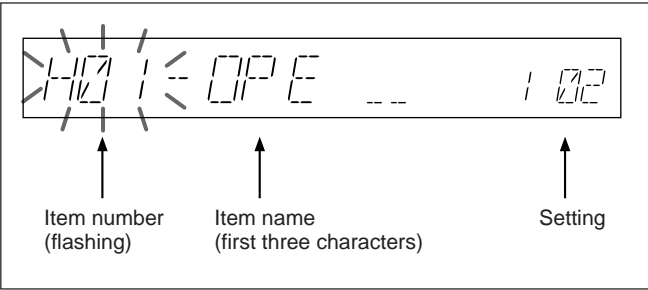
This section describes the basic menu displays and how to change the settings.

For information about how to use item 013, see the section “Switching between 525/625 line systems (menu item 013)” (page 7-6), and for information about how to use items B01 to B14, see the section “Menu bank operations (menu items B01 to B14)” (page 7-8).

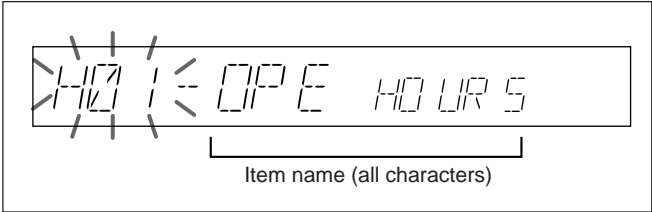
Displaying the menus



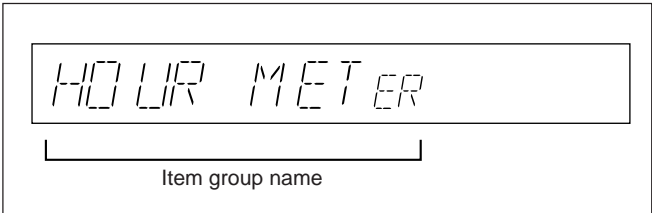
Press the MENU button, turning it on. The F FWD button and VAR button light, and the setting of the currently selected menu item appears in the time data display.



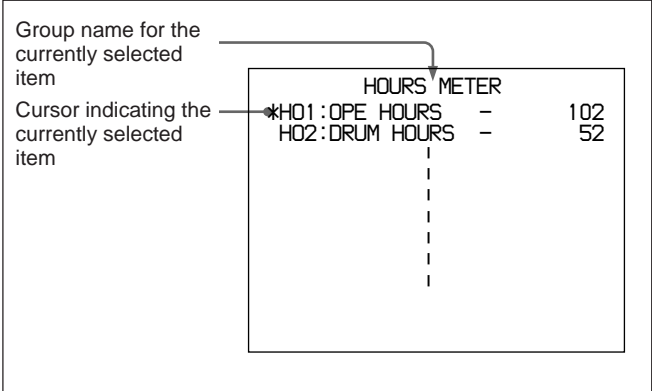
To display the full item name  
Hold down the F FWD button.



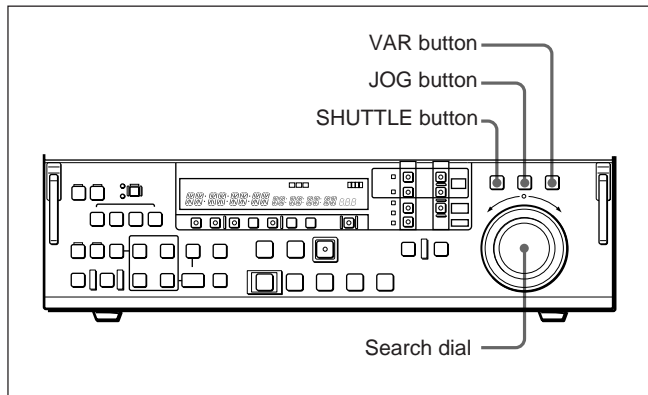
To display the item group name  
Items in the menu are arranged in groups, by the 100's digit of the item number. To display the name of the group to which the currently selected item belongs, hold down the VAR button.



Output from COMPOSITE VIDEO OUTPUT 3 (SUPER) connector  
If the CHARACTER switch on the subsidiary control panel is set to ON, then when you display a menu item on the time data display, a full-screen version also appears on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector as shown in the following figure.



## Changing the currently displayed menu item



Turn the search dial.

Turning the search dial in the forward direction increments the item number, and turning it in the reverse direction decrements the item number.

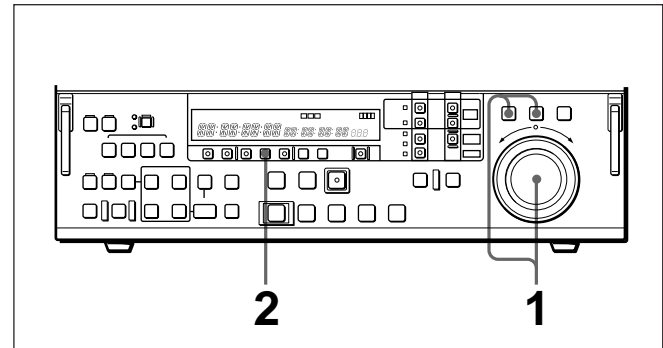
If you press the SHUTTLE button or JOG button, turning it on, then turn the search dial, the item number changes at a rate depending on the search dial position (when the SHUTTLE button is lit) or on the search dial rotation rate (when the JOG button is lit).

### To skip from one item group to the next

Hold down the VAR button, and turn the search dial.

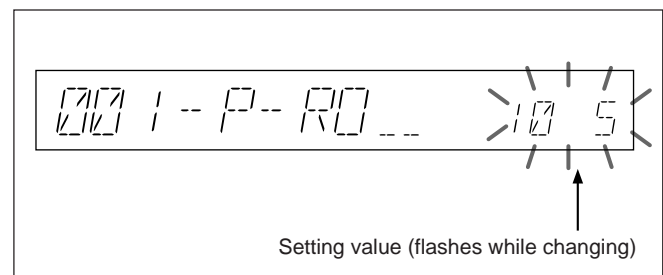
## Changing a menu item setting value

To change the setting value of the currently displayed menu item, use the following procedure.



- 1** Holding down the SHUTTLE button or JOG button, turn the search dial.

The setting value changes at a rate depending on the search dial position (when the SHUTTLE button is lit) or on the search dial rotation rate (when the JOG button is lit).



- 2** When the desired setting value is displayed, press the SET button.

This saves the new setting value, and the menu display disappears from the time data display.

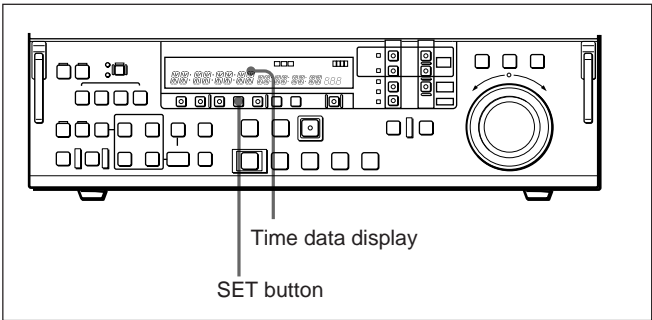
### To abandon making a change

Press the MENU button before pressing the SET button.

The menu display disappears from the time data display, without the new setting value being saved.

# 7-2 Basic Menu

## Resetting the menu settings to their factory default values (menu item B20)



- 1 Set menu item B20 RESET SETUP to ON.

“PUSH SET BTN” appears in the time data display, and “Push SET button” appears on the monitor screen.

- 2 Press the SET button.

The current active menu settings (*see page 7-8*) are reset to their factory default settings.

- 3 Press the SET button again.

The settings are saved and the menu display disappears from the time data display.

## Switching between 525/625 line systems (menu item 013)

Using the following procedure, you can set basic menu item 013, 525/625 SYSTEM SELECT, to “ON”, and then switch between 525 (NTSC) and 625 (PAL).

### Note

Before carrying out this operation, consult the person responsible for the installation.

### Limitations when using the DNW-A100/A50/A45 in 625 mode

- Betacam and Betacam SP tape cannot be played back.
- Composite input cannot be recorded.
- When NTSC signals are recorded on the hard disk, the hard disk cannot be used for recording or playback. In this case, HD525 is displayed in the time data display area. In order to use the hard disk again, use the disk file management menu (*see page 7-25*) to delete all files.
- Color frame synchronization with external reference video signals cannot be performed.

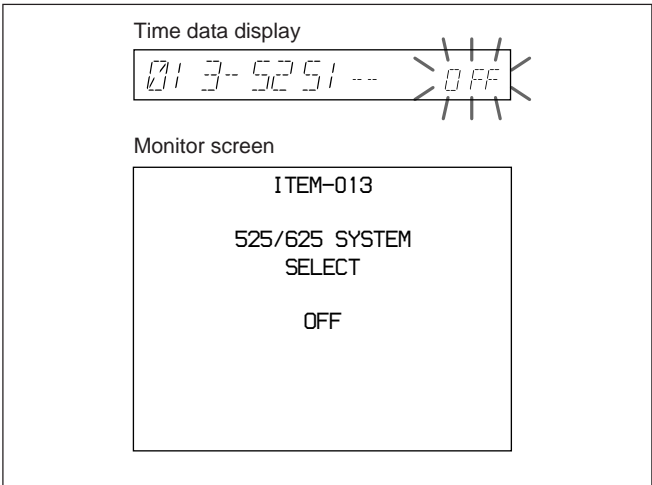
### Limitations when using the DNW-A100P/A50P/A45P in 525 mode

- Betacam and Betacam SP tape cannot be played back.
- Composite input cannot be recorded.
- When PAL signals are recorded on the hard disk, the hard disk cannot be used for recording or playback. In this case, HD625 is displayed in the time data display area. In order to use the hard disk again, use the disk file management menu (*see page 7-25*) to delete all files.
- Color frame synchronization with external reference video signals cannot be performed.

(The following procedure shows by way of example how to switch from a 525 (NTSC) system to a 625 (PAL) system.)

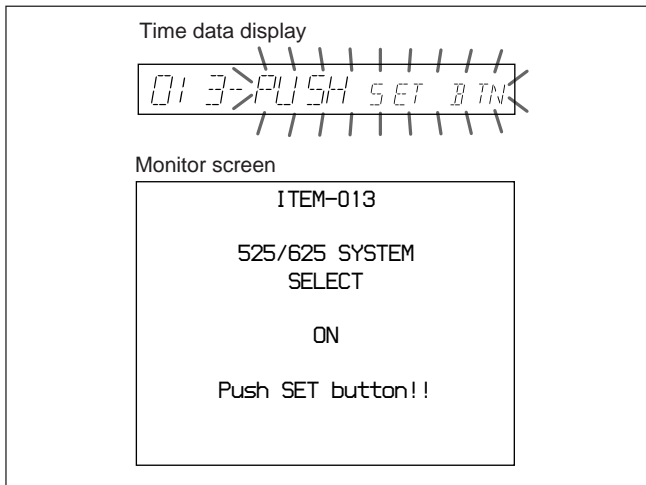
- 1 Select menu item 013.

The time data display and the monitor screen connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector show the following displays.



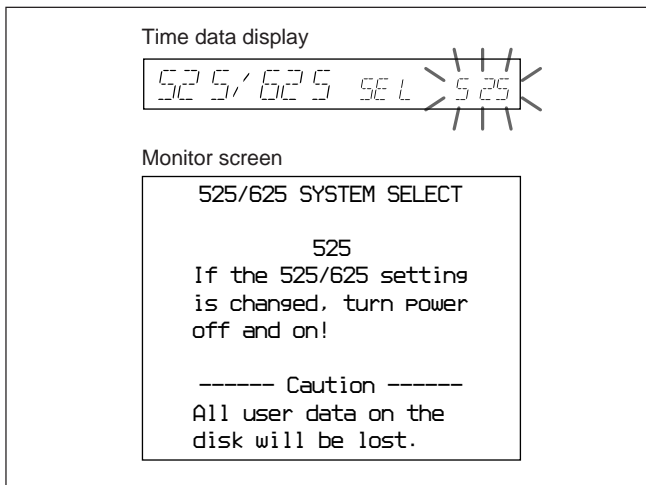
- 2** Holding down the JOG button, turn the search dial to change the setting from “OFF” to “ON”.

The displays change as follows.



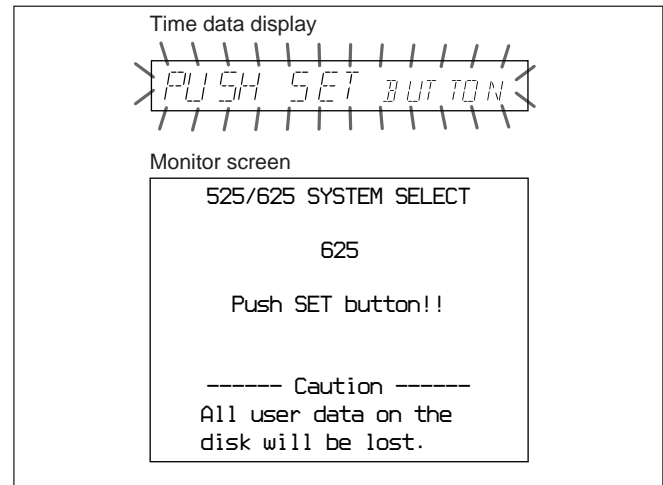
- 3** Press the SET button.

The displays change as follows.



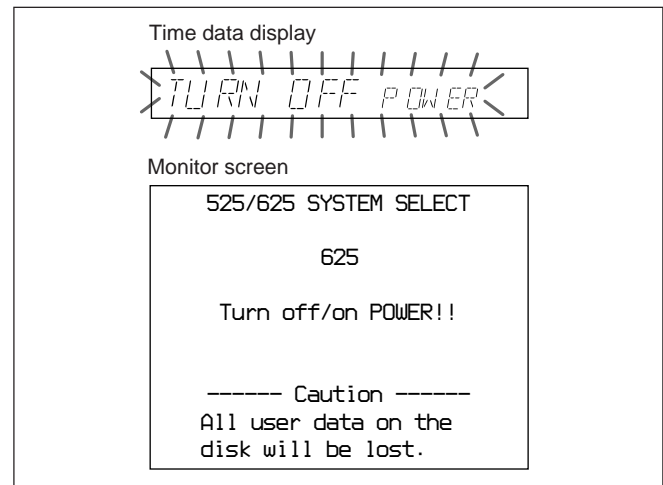
- 4** Holding down the JOG button, turn the search dial to change the setting from “525” to “625”.

The displays change as follows.



- 5** Press the SET button.

The displays change as follows.



### To abandon the 525/625 setting operation

Press the MENU button a required number of times to exit from the menu.

- 6** Turn the POWER switch off momentarily, then on again.

This switches from a 525 (NTSC) to 625 (PAL) system; the 525 indicator goes off, and the 625 indicator lights.

The menu settings disappear from the time data display, which returns to the normal indications.

## 7-2 Basic Menu

### Menu bank operations (menu items B01 to B14)

This unit allows four different complete sets of menu settings to be saved in what are termed “menu banks” numbered 1 to 4. Saved sets of menu settings can be recalled for use as required.

#### To jump to menu item B01

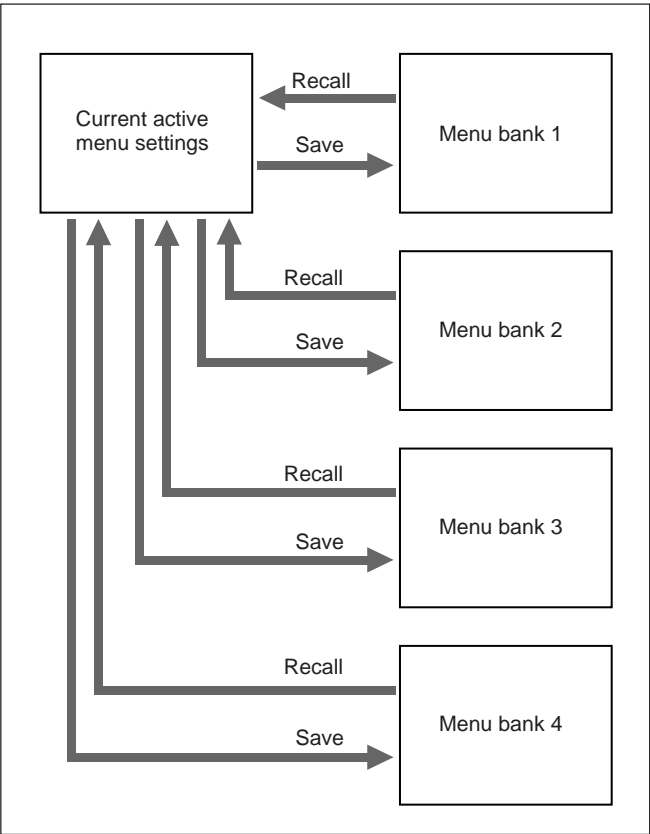
You can recall any required menu item by turning the search dial after pressing the MENU button.  
If you press the MENU button first, then the CTL/TC/UB button, you can jump directly to menu item B01 or H01. The recalled menu item toggles between B01 and H01 every time you press the CTL/TC/UB button.

#### Saving the current active menu settings

Set one of menu items B11 SAVE BANK 1 to B14 SAVE BANK 4 to ON, depending on which of the menu banks you wish to save in, then press the SET button.

#### Recalling settings from a menu bank

Set one of menu items B01 RECALL BANK 1 to B04 RECALL BANK 4 to ON, depending on which of the menu banks you wish to recall from, then press the SET button.





## 7-3 Extended Menu

### 7-3-1 Items in the Extended Menu

The extended menu contains the following items.  
In the “Settings” column of the table, the factory default settings are indicated by an enclosing box.

Menu items in the 100s, relating to the control panels

| Item number                    | Item name  | Settings  |
|--------------------------------|--|---|
| 101                            | SELECTION FOR SEARCH DIAL ENABLE   | Select how the unit enters the search mode.<br><b>DIAL</b> : Turning the search dial switches to search mode at all times except during recording/editing.<br><b>KEY</b> : One of the JOG, SHUTTLE, and VAR buttons must be pressed to switch to search mode.   |
| 102<br>(Before Version 2.00)   | MAXIMUM TAPE SPEED<br>(Enabled only when the DNW-A100/A50/A45 is in 525 mode or the DNW-A100P/A50P/A45P is in 625 mode.) | Select the maximum tape speed in the search mode when using an analog cassette.<br><b>×35</b> (DNW-A100/A50/A45) / <b>×42</b> (DNW-A100P/A50P/A45P): The maximum speed for rewind and fast forward, and the maximum speed setting of the search dial in shuttle mode is 35 times normal (DNW-A100/A50/A45) or 42 times normal (DNW-A100P/A50P/A45P).<br><b>×35/24</b> (DNW-A100/A50/A45) / <b>×42/24</b> (DNW-A100P/A50P/A45P): The maximum speed for rewind and fast forward is 35 times normal (DNW-A100/A50/A45) or 42 times normal (DNW-A100P/A50P/A45P), and the maximum speed setting of the search dial in shuttle mode is 24 times normal.<br><b>×24</b> : The maximum speed for rewind and fast forward, and the maximum speed setting of the search dial in shuttle mode is 24 times normal.<br><br><b>Note</b><br>When using a digital cassette, regardless of this setting the maximum speed is 50 times normal.  |
| 102<br>(Version 2.00 or later) | MAXIMUM SPEED  | Select the fast forward and rewind tape speed during tape playback, and the search mode speed during playback from tape or hard disk.<br><b>MAX</b> : Perform fast forward, rewind, and search mode playback at the maximum speeds.<br><b>MX/24</b> : Perform fast forward and rewind at the maximum speeds, and search mode playback at up to 24 times normal speed.<br><b>×24</b> : Perform fast forward and rewind at 24 times normal speed, and search mode playback at up to 24 times normal speed.<br><br><b>Maximum fast forward and rewind speeds</b> <ul style="list-style-type: none"><li>• Analog cassette: 35 times (DNW-A100/A50/A45) or 42 times (DNW-A100P/A50P/A45P) normal speed.</li><li>• Digital cassette: 80 times normal speed</li></ul> <b>Maximum search mode speeds</b> <ul style="list-style-type: none"><li>• Analog cassette: 35 times (DNW-A100/A50/A45) or 42 times (DNW-A100P/A50P/A45P) normal speed.</li><li>• Digital cassette: 50 times normal speed</li><li>• Hard disk: 100 times normal speed</li></ul> |
| 104                            | AUDIO MUTING TIME  | Select the length of time for which audio muting occurs when the unit switches to playback either from stopped or from still playback in the search mode (for Betacam compatible playback only).<br><b>OFF</b> : Set the audio muting time to zero (i.e. no muting).<br><b>0.1S ... 1.0S</b> : Set the audio muting time from 0.1 seconds to 1.0 second, in 0.1-second increments.  |
| 105                            | REFERENCE SYSTEM ALARM   | Select whether or not to display a warning when the video/audio reference signal selected by the OUT REF switch on the subsidiary control panel, is not supplied or is out of phase with the input video signal.<br><b>OFF</b> : No warning.<br><b>ON</b> : Flash the STOP button as a warning.   |

(Continued)

## 7-3 Extended Menu

Menu items in the 100s, relating to the control panels (continued)

| Item number | Item name                                 | Settings  |
|-------------|---|---|
| 106         | CAPSTAN LOCK                              | Select the capstan servo lock mode.<br><b>[SW]</b> : The capstan servo lock mode is determined by the CAPSTAN LOCK switch on the subsidiary control panel.<br><b>2F</b> : The capstan servo locks every two fields regardless of the setting of the CAPSTAN LOCK switch on the subsidiary control panel.<br><b>4F</b> : The capstan servo locks every four fields regardless of the setting of the CAPSTAN LOCK switch on the subsidiary control panel.<br><b>8F (For 625 mode only)</b> : The capstan servo locks every eight fields regardless of the setting of the CAPSTAN LOCK switch on the subsidiary control panel. |
| 107         | REC INHIBIT LAMP FLASHING                 | Select whether or not to flash the REC INHIBIT indicator when the REC INHIBIT switch on the subsidiary control panel is set to OFF and the REC inhibit plug on the cassette is pressed in.<br><b>[OFF]</b> : Do not flash the REC INHIBIT indicator.<br><b>ON</b> : Flash the REC INHIBIT indicator.  |
| 108         | AUTO EE SELECT                            | When a digital cassette is inserted and the PB and PB.EE buttons on the lower control panel are set to the PB/EE mode, select the VTR modes in which input video and audio signals are automatically handled in EE mode.<br>When an analog cassette is inserted, regardless of the menu setting the PB mode is always selected.<br><b>[S/F/R]</b> : In STOP/EJECT/F.FWD/REW modes<br><b>STOP</b> : In STOP/EJECT modes  |
| 109         | FORCED EE WHEN TAPE UNTHREAD              | During tape threading and unthreading, and when no cassette is inserted, select whether the PB and PB.EE buttons on the lower control panel control the output signal PB/EE setting.<br><b>ON</b> : No control by the PB and PB.EE buttons (the signal is always an EE signal).<br><b>OFF</b> : Control by the PB and PB.EE buttons.  |
| 118         | KEY INHIBIT SWITCH EFFECTIVE AREA         | Select which switches and buttons can be operated when the KEY INHIBIT switch on the subsidiary control panel is set to ON. The following sub-items control different sets of switches and buttons independently.   |
|             | Sub-item                                  |   |
|             | 118-1 REMOTE SELECT                       | Select whether the REMOTE/LOCAL switch in the upper control panel is enabled.<br><b>[DIS]</b> : Disabled.<br><b>ENA</b> : Enabled.  |
|             | 118-2 MON./ INPUT SEL                     | Select whether the AUDIO INPUT / MONITOR SELECT buttons in the upper control panel are enabled.<br><b>[DIS]</b> : Disabled.<br><b>ENA</b> : Enabled.  |
|             | 118-3 CONTROL PANEL                       | Select which switch and button operations can be carried out from the control panel of this unit or an external control panel connected to this unit.<br><b>[DIS]</b> : All switches and buttons are disabled.<br><b>EDIT</b> : All switches and buttons for editing operations are disabled.<br><b>ENA</b> : All switches and buttons are enabled.   |
| 119         | VARIABLE SPEED LIMIT IN KEY PANEL CONTROL | Select the playback speed range when carrying out playback in variable mode from the control panel of this unit.<br><b>[OFF]</b> : -1 to +1 times normal speed.<br><b>ON</b> : 0 to +1 times normal speed.  |
| 120         | CTL LOCK IN VAR/SHTL                      | Select whether the tape transport should be phase-locked to the CTL signal during playback in variable or shuttle mode.<br><b>[OFF]</b> : Not phase-locked.<br><b>ON</b> : Phase-locked at the following speeds: -1, -0.5, 0.5, and 1.0 times normal.   |
| 122         | AUTO EE WITH ANALOG TAPE                  | Select whether or not the setting of item 108 also applies to an analog cassette. Item 108 selects the VTR modes in which input video and audio signals are automatically handled in EE mode, when a digital cassette is inserted and the PB and PB.EE buttons on the lower control panel are set to the PB/EE mode.<br><b>[DIS]</b> : When an analog cassette is inserted, always use PB mode.<br><b>ENA</b> : When an analog cassette is inserted, follow the setting of item 108.  |

Menu items in the 100s, relating to the control panels (continued)

| Item number                    | Item name                | Settings  |
|--------------------------------|--------------------------|---|
| 123                            | TAPE INDEX SELECT        | <p>Select the "UB marks" to which INDEX functions apply.</p> <p><b>REC:</b> Select REC START MARK.</p> <p><b>SHOT1:</b> Select SHOT MARK 1.</p> <p><b>SHOT2:</b> Select SHOT MARK 2.</p> <p><b>ALL:</b> Select REC START MARK, SHOT MARK 1, and SHOT MARK 2.</p> <p>When the tape is cued up to a UB mark, the type of UB mark (REC,SHOT 1, or SHOT 2) is displayed in the time data display area.</p> <p><i>The UB marks are recorded by a Betacam SX camcorder. For more information about the UB marks, refer to the camcorder operation manual.</i></p>   |
| 124<br>(Version 2.00 or later) | SX TAPE<br>JOG MEMORY PB | <p>Set the jog memory storage method for digital tape jog, shuttle and variable playback, and for standby-on/standby-off status.</p> <p><b>AUTO:</b> In order to store playback signals in jog memory, run the tape automatically according to tape status.</p> <p><b>MANU:</b> Store playback signals in jog memory according to tape playback speed.</p> <p>This unit performs slow and still playback using data stored in memory called jog memory. For example, to display a still picture when switching from standby-off status to standby-on status, playback signals must be stored in jog memory by setting this item to AUTO so that the unit will run the tape automatically.</p> <p><b>Note</b></p> <p>When this item is set to AUTO, it may not be possible to carry out cue up correctly from editors such as the BE-800. If this occurs, set this item to MANU.</p> |

Menu items in the 200s, relating to the remote control interface

| Item number | Item name | Settings  |
|-------------|-----------|---|
| 201         | PARA RUN  | <p>Select whether or not to use synchronized operation for two or more VTRs.</p> <p><b>DIS:</b> No synchronized operation.</p> <p><b>ENA:</b> Use synchronized operation.</p> <p><b>Note</b></p> <p>To use synchronized operation for two or more VTRs, set item 201 to "ENA" on all of the VTRs.</p> |

## 7-3 Extended Menu

Menu items in the 300s, relating to editing operations

| Item number | Item name  | Settings   |
|-------------|--|--|
| 301         | VAR SPEED RANGE FOR SYNCHRONIZATION  | Select the playback speed range when carrying out playback in variable mode from a remote control unit connected to the REMOTE(9P) connector.<br><b>-1~+1</b> : -1 to +1 times normal speed.<br><b>-1.5</b> : -1.5 to +1.5 times normal speed.   |
| 302         | CAPSTAN RE-LOCKING DIRECTION   | In 525 mode<br>When the CAPSTAN LOCK switch on the subsidiary control panel is set to 4FD select whether the capstan servo should lock by accelerating or decelerating.<br><b>DECEL</b> : Lock by decelerating.<br><b>ACCEL</b> : Lock by accelerating.<br><br>In 625 mode<br>When the CAPSTAN LOCK switch on the subsidiary control panel is set to 4FD or 8FD select whether the capstan servo should lock by accelerating or decelerating.<br><b>DECEL</b> : Lock by decelerating.<br><b>ACCEL</b> : Lock by accelerating.  |
| 305         | SYNC GRADE   | When editing in phase-synchronized mode with item 004 set to ON, select the target phase synchronization accuracy.<br><b>ACCUR</b> : ±0 frame accuracy.<br><b>ROUGH</b> : ±1 frame accuracy.   |
| 307         | AUTO-DELETION FOR INCONSISTENT DATA  | Select what happens when an erroneous edit point is set.<br><b>MANU</b> : A warning is given by flashing the DELETE button on the lower control panel.<br>The operator must manually delete the unnecessary edit points or correct the erroneous edit point.<br><b>NEG&amp;E</b> : When inconsistent edit points are set, such as when an OUT point is before an IN point, or an audio OUT point is before an audio IN point, or when too many edit points are specified, the previously set edit point is deleted.<br><b>NEG</b> : When inconsistent edit points are set, such as when an OUT point is before an IN point, or an audio OUT point is before an audio IN point, the previously set edit point is deleted. When too many edit points are specified, the DELETE button on the control panel flashes to give a warning.<br><br><b>Note</b><br>Pressing the button corresponding to an edit point to be deleted and the DELETE button simultaneously, deletes the edit point. If an erroneous edit point is set (the DELETE button is flashing), editing is not executed. |
| 308         | SELECTION OF STD/ NON-STD FOR COMPOSITE VIDEO IN (When BKDW-505 for DNW-A100/A50/A45 or BKDW-506 for DNW-A100P/A50P/A45P is used) (Enabled only when the DNW-A100/A50/A45 is in 525 mode or the DNW-A100P/A50P/A45P is in 625 mode.) | Select the STD or NON-STD mode in accordance with a composite video input.<br><b>AUTO</b> : Detect automatically whether the input video luminance and chrominance signals are interleaved or not. If they are interleaved, select the STD mode. If they are not interleaved, select the NON-STD mode.<br><b>STD</b> : The STD mode is always used (forced STD mode).<br><b>N-STD</b> : Use this setting when color framing of the input video signal is unstable (forced NON-STD mode).   |
| 309         | SERVO/AV REFERENCE SEL   | Select the servo reference signal.<br><b>AUTO1</b> : During recording, an analog component/composite or digital input video signal is used as the servo reference signal. During playback, the signal selected by the OUT REF switch on the subsidiary control panel is used as the servo reference signal. If the signal selected by the OUT REF switch on the subsidiary control panel is not connected, an internal reference signal is used.<br><b>AUTO2</b> : When the OUT REF switch is set to REF, and any of the ASSEMBLE/ ALL, VIDEO, and AUDIO CH1 to CH4 buttons is lit, the reference signal for video/audio signal processing is locked to the input video signal.<br><b>EXT</b> : The servo reference signal is forced to be "EXT" (an external reference video input signal is used).   |

Menu items in the 300s, relating to editing operations (Continued)

| Item number                    | Item name                           | Settings   |
|--------------------------------|-------------------------------------|--|
| 310                            | REC INHIBIT                         | <p>Select the conditions under which recording is inhibited when the REC INHIBIT switch on the subsidiary control panel is set to ON.</p> <p><b>ALL</b>: All tape recording is inhibited.</p> <p><b>CRASH</b>: Normal tape recording is inhibited. Select this setting when you wish to carry out assemble editing.</p> <p><b>Note</b></p> <p>When the REC INHIBIT switch is set to ON, the REC INHIBIT indicator on the lower control panel lights. If an operation inhibited by this item is attempted, the REC INHIBIT indicator flashes.</p>   |
| 316                            | CONFIDENCE PB MODE                  | <p>Select whether or not to carry out CONFI playback while recording on the tape.</p> <p><b>OFF</b>: No CONFI playback.</p> <p><b>ON</b>: CONFI playback.</p>  |
| 318                            | EDIT RETRY                          | <p>For two-VTR editing, set when this unit is used as the recorder. Selects the operation if the recorder was not synchronized in time.</p> <p><b>OFF</b>: Editing is not carried out, and the unit stops.</p> <p><b>ON</b>: The editing is automatically retried (up to twice).</p>   |
| 320                            | DIGITAL AUDIO PROCESS ON EDIT POINT | <p>Select the treatment of audio at tape or disk edit points.</p> <p><b>CUT</b>: Carry out a cut (possibly resulting in audio discontinuities at the edit point).</p> <p><b>FADE</b>: Fade out and fade in.</p>  |
| 321<br>(Version 2.00 or later) | V FLOW D-D                          | <p>Set the video signal flow for real-time editing (video and audio levels can be adjusted) when MASTER or PROGRAM has been selected as the player and PROGRAM has been selected as the recorder.</p> <p><b>INT</b>: Record signals from the player to the recorder internally in this unit.</p> <p><b>EXT</b>: Output signals from the internal player of this unit to an external device, and input signals from the external device to the recorder.</p> <p>Selecting EXT makes it possible to re-input signals to this unit after processing by a video effector or other external device. In this case, select the input signals with the VIDEO INPUT SELECT switch on the upper control panel.</p> |
| 322<br>(Version 2.00 or later) | A FLOW D-D                          | <p>Set the audio signal flow for real-time editing (video and audio levels can be adjusted) when MASTER or PROGRAM has been selected as the player and PROGRAM has been selected as the recorder.</p> <p><b>INT</b>: Record signals from the player to the recorder internally in this unit.</p> <p><b>EXT</b>: Output signals from the internal player of this unit to an external device, and input signals from the external device to the recorder.</p> <p>Selecting EXT makes it possible to re-input signals to this unit after processing by an external device. In this case, select the input signals with the AUDIO INPUT/MIXING/MONITOR SELECT switch on the upper control panel.</p>         |
| 323<br>(Version 2.00 or later) | EXT FLOW DL                         | <p>Set the processing delay of this unit according to the processing delay of an external device. This setting is required when item 321 (V FLOW D-D) is set to EXT to carry out real-time editing by re-inputting video signals via a video effector or other external device.</p> <p><b>0 FR</b>: 0 frame<br/> <b>1 FR</b>: 1 frame<br/> <b>2 FR</b>: 2 frames</p> <p><b>Note</b></p> <p>Differences in the delay between this unit and an external device will cause edit points to be displaced and prevent correct editing.</p>   |

## 7-3 Extended Menu

Menu items in the 400s, relating to preroll

| Item number | Item name                            | Settings   |
|-------------|--------------------------------------|--|
| 401         | FUNCTION MODE<br>AFTER CUE-UP        | Select the state that the unit goes into after a cuing-up operation.<br><b>STOP</b> : Stops (the "STOP mode").<br><b>STILL</b> : Still playback (in search mode).<br><br><b>Note</b><br>When controlling this unit from an editor with the standard constants set, select "STOP".  |
| 403         | AUTOMATIC PREROLL<br>REFERENCE ENTRY | Select whether or not the edit IN point is automatically set by pressing the PREROLL button, when the IN point is not set before starting preroll.<br><b>DIS</b> : IN point is not set automatically.<br><b>ENA</b> : IN point is set automatically.   |
| 404         | CUEUP BY TC                          | Select the tape transport mode when cuing up to a time code value. This setting is valid only when the CTL/TC/UB button on the lower control panel is set to TC or UB.<br><b>CAP</b> : During cuing up, the tape transport is in the "pinch ON" state (maximum tape speed 10 times normal).<br><b>REEL</b> : During cuing up, the tape transport is in the "pinch OFF" state. As the tape approaches the cue up point and the tape speed drops, the tape transport switches to the "pinch ON" state.<br><br><b>Note</b><br>Select "CAP" when the tape contains discontinuous time code, and the preroll will span a discontinuity. (The tape is prerolled by extrapolating the time code signal from the CTL signal before the discontinuity.) |
| 405         | CUEUP BY CTL                         | Select the tape transport mode when cuing. This setting is valid only when the CTL/TC/UB button on the lower control panel is set to CTL.<br><b>CAP</b> : During cuing up, the tape transport is in the "pinch ON" state (maximum tape speed 10 times normal).<br><b>REEL</b> : During cuing up, the tape transport is in the "pinch OFF" state. As the tape approaches the cue up point and the tape speed drops, the tape transport switches to the "pinch ON" state. <sup>a)</sup><br>To give priority to editing accuracy, select "CAP".   |

a) When controlled from an editor (BVE-2000/9100 etc.), selecting "REEL" allows high-speed cuing up.

Menu items in the 500s, relating to tape protection

| Item number | Item name                        | Settings  |
|-------------|----------------------------------|---|
| 501         | STILL TIMER                      | Select the time delay from the tape transport stopping (either the “STOP mode” or the still playback mode in search mode) until the unit automatically switches to the tape protection mode, in order to protect the video heads and the tape.<br><b>0.5S ... 8M ... 30M</b> : Set the value in the range 0.5 seconds to 30 minutes.  |
| 502         | TAPE PROTECTION MODE FROM SEARCH | Select the operation of the protection mode to protect the video heads and tape when in the still playback mode in search mode (jog/shuttle).<br><b>STEP</b> : Step forward at 1/30 normal speed every 2 seconds.<br><b>STDBY</b> : Switch to “Standby OFF mode” (the unit not on standby).<br><b>T.REL</b> : Switch to tension release mode (the tape tension slackened).  |
| 503         | TAPE PROTECTION MODE FROM STOP   | Select the operation of the protection mode to protect the video heads and tape when stopped (the “STOP mode”).<br><b>STDBY</b> : Switch to “Standby OFF mode” (the unit not on standby).<br><b>T.REL</b> : Switch to tension release mode (the tape tension slackened).  |
| 504         | DRUM ROTATION IN STANDBY OFF     | Select whether the drum rotates in “Standby OFF mode”.<br><b>OFF</b> : Drum does not rotate.<br><b>ON</b> : Drum rotates.   |
| 505         | STILL TENSION                    | Select the tape tension state in the still playback mode.<br><b>NORM</b> : Normal tape tension is maintained during still playback mode, ready for playback.<br><b>LOOSE</b> : Reduce the tape tension further from the NORM setting. (Select “LOOSE” when the unit is on standby for a long period of still playback, for example, in a library management system (LMS).)<br><br><b>Note</b><br>When LOOSE is selected, playback cannot be guaranteed. |

Menu items in the 600s, relating to the time code generator

| Item number | Item name           | Settings   |
|-------------|---------------------|--|
| 601         | VITC POSITION SEL-1 | In 525 mode<br>Select a line to insert the VITC in.<br><b>12H ... 16H ... 20H</b> : Select any line from 12 to 20.<br><br><b>Note</b><br>You can insert the VITC signal in two places. To insert it in two places, set both items 601 and 602.<br><br>In 625 mode<br>Select a line to insert the VITC in.<br><b>9H ... 19H ... 22H</b> : Select any line from 9 to 22.<br><br><b>Note</b><br>You can insert the VITC signal in two places. To insert it in two places, set both items 601 and 602. |

(Continued)



## 7-3 Extended Menu

Menu items in the 600s, relating to the time code generator (Continued)

| Item number | Item name                      | Settings  |
|-------------|--------------------------------|---|
| 602         | VITC POSITION SEL-2            | <p>In 525 mode<br/>Select a line to insert the VITC in.<br/><b>12H ... <u>18H</u> ... 20H</b>: Select any line from 12 to 20.</p> <p><b>Note</b><br/>You can insert the VITC signal in two places. To insert it in two places, set both items 601 and 602.</p> <p>In 625 mode<br/>Select a line to insert the VITC in.<br/><b>9H ... <u>21H</u> ... 22H</b>: Select any line from 9 to 22.</p> <p><b>Note</b><br/>You can insert the VITC signal in two places. To insert it in two places, set both items 601 and 602.</p>   |
| 603         | ID CODE PRESET                 | <p>Select whether or not to set the ID code.<br/><b>OFF</b>: Do not set the ID code.<br/><b>ON</b>: Set the ID code.<br/><b>To set the ID code:</b><br/>① Set this item to ON.<br/>The HOLD indicator on the lower control panel lights, and the time data display areas flash.<br/>② Turn the search dial to select the column, then hold down the SHUTTLE or JOG button while turning the search dial to change the digit value.<br/>③ When the ID code setting is complete, press the SET button.<br/>This saves the ID code setting, and the setting of this item returns to "OFF".</p>   |
| 604         | ID CODE SW                     | <p>Select whether or not to record the ID code set using item 603 in the user bits.<br/><b>OFF</b>: Record the normal data in the user bits.<br/><b>ON</b>: Record the ID code in the user bits.</p>  |
| 605         | TCG REGEN MODE                 | <p>Select the signals to be regenerated when the time code generator is in the regeneration mode (i.e., when the REGEN/PRESET switch in the time code setting section is set to REGEN, or the unit is in automatic edit mode).<br/><b>TC&amp;UB</b>: Both the time code and user bit signals are regenerated.<br/><b>TC</b>: Only the time code signal is regenerated.<br/><b>UB</b>: Only the user bit signal is regenerated.</p>  |
| 606         | TC OUTPUT SIGNAL IN REGEN MODE | <p>Select the signal output from the TIME CODE OUT connector during normal (x1) speed playback in the following three cases:</p> <ul style="list-style-type: none"> <li>For tape playback when the INT/EXT switch in the time code setting section is set to INT and the PRESET/REGEN switch is set to REGEN.</li> <li>For hard disk playback when the PRESET/REGEN switch in the time code setting section is set to REGEN.</li> <li>For preroll or postroll playback during automatic editing with the tape.</li> </ul> <p><b>TAPE</b>: During tape playback, the playback time code signal is output without regeneration (in this case the output video and the time code values output from the TIME CODE OUT connector do not agree). During disk playback, no time code signal is output.<br/><b>REGEN</b>: The playback time code (for disk playback, the playback LTC value) is output after regeneration.</p> |
| 607         | U-BIT BINARY GROUP FLAG        | <p>Select the user bits to be used in the time code generated by the time code generator.</p> <p><b>000</b>: Character set not specified.<br/><b>001</b>: 8-bit characters compliant with ISO 646 and ISO 2022.<br/><b>010</b>: Undefined.<br/><b>011</b>: Undefined.<br/><b>100</b>: Undefined.<br/><b>101</b>: SMPTE 262M page/line multiplex system.<br/><b>110</b>: Undefined.<br/><b>111</b>: Undefined.</p>   |

Menu items in the 600s, relating to the time code generator (Continued)

| Item number | Item name          | Settings   |
|-------------|--------------------|--|
| 608         | PHASE CORRECTION   | Select whether or not to carry out phase correction control on the LTC generated by the time code generator.<br><b>OFF</b> : No control.<br><b>ON</b> : Carry out control.   |
| 609         | TCG CF FLAG        | Select whether or not the color framing flag is set in the blank bit of the time code data.<br><b>OFF</b> : Color framing flag is not set.<br><b>ON</b> : Color framing flag is set.<br><b>AUTO</b> : Color framing flag is set or not depending upon the color framing phase relationship between the recorded video signal and the time code signal. When AUTO is selected, color framing is controlled as follows according to the operating mode of the time code generator.<br><ul style="list-style-type: none"> <li>• In INT PRESET mode (the INT/EXT switch is set to INT, the PRESET/REGEN switch is set to PRESET, and in modes other than the automatic editing mode): the time code signal is generated with color framing locked to the video signal, and the color framing flag is set.</li> <li>• In INT REGEN mode (the INT/EXT switch is set to INT, the PRESET/REGEN switch is set to REGEN, and in the automatic editing mode), and also in EXT mode (the INT/EXT switch is set to EXT): the time code signal is generated with color framing locked to the video signal, and the color framing flag is not set.</li> </ul> |
| 610         | REGEN CONTROL MODE | In editing performed using the control panel of this unit, select whether or not the time code is automatically regenerated (valid only when the recorder is TAPE).<br><b>AS&amp;IN</b> : In editing with this unit as the recorder, regardless of the setting of the PRESET/REGEN switch, in assemble and insert editing, the time code generator regenerates according to the time code on the tape.<br><b>ASSEM</b> : In editing with this unit as the recorder, regardless of the setting of the PRESET/REGEN switch, in assemble editing only, the time code generator regenerates according to the time code on the tape.<br><b>MANU</b> : Regardless of whether this unit is the recorder or player, the time code generator operates in accordance with the setting of the INT/EXT switch.<br><b>FULL</b> : Regardless of whether local or remote, when any of the ASSEMBLE/ALL, VIDEO, and AUDIO CH1 to CH4 buttons is lit, the time code generator regenerates on the time code played back from the tape.   |

## 7-3 Extended Menu

Menu items in the 700s, relating to video control

| Item number  | Item name  |                        | Settings  |
|--|--|------------------------|---|
| 701  | SELECTION OF VIDEO/<br>SYNC DELAY  |                        | An EE video signal is output delayed with respect to the video input signal by the time for video circuit processing. With this item, select whether or not to delay the sync signal attached to the output video signal by an amount corresponding to the delay.<br><b>[SYNC]</b> : Delay the sync signal by the corresponding amount before attaching it.<br><b>[VIDEO]</b> : Attach a sync signal with the same timing as the input signal.                          |
| 703  | BLANK LINE SELECT  |                        | Switch blanking on or off for individual lines in the vertical blanking interval. The Y/C signal and odd/even fields are blanked simultaneously.<br><br><b>Note</b><br>For playback of an analog Betacam cassette (Betacam SP, etc.) regardless of the setting of this item, the chrominance signal is blanked up to line 15.   |
|  | Sub-Item   |                        |   |
|  | 0  | ALL LINE               | <b>[--]</b> : Specify the blanking for each line separately.<br><b>[BLANK]</b> : Regardless of the setting of other sub-items, blank all lines which can be specified in this menu item.<br><b>[THROU]</b> : Regardless of the setting of other sub-items, switch off blanking for all lines which can be specified in this menu item.  |
| In 525 mode  | 12 ...<br>20   | LINE 12 ... LINE<br>20 | Specify blanking for lines 12 to 20.<br><b>[BLANK]</b> : Carry out blanking.<br><b>[THROU]</b> : Switch off blanking.   |
| In 625 mode  | 9 ...<br>22  | LINE 9 ... LINE 22     | Specify blanking for lines 9 to 22.<br><b>[BLANK]</b> : Carry out blanking.<br><b>[THROU]</b> : Switch off blanking.  |
|  | 23   | LINE 23                | Specify blanking for line 23.<br><b>[HALF]</b> : Carry out half-blanking.<br><b>[THROU]</b> : Switch off blanking.  |
| 704  | DECODE Y/C SEP MODE<br>(Enabled only when the<br>DNW-A100/A50/A45 is in<br>525 mode or the DNW-<br>A100P/A50P/A45P is in<br>625 mode.) |                        | Select the method of processing the input video signal in the vertical blanking interval, independently for each line.  |
|  | Sub-Item   |                        |   |
| When BKDW-<br>505 is used<br>for DNW-<br>A100/A50/<br>A45    | 12 ...<br>20   | LINE 12 ... LINE<br>20 | Make the selection for lines 12 to 20.<br><b>[BPF]</b> : Carry out Y/C separation.<br><b>[B&amp;W]</b> : Treat all as luminance signals.  |
|  | 21 ...<br>22   | LINE 21 ... LINE<br>22 | Make the selection for lines 21 and 22.<br><b>[BPF]</b> : Carry out Y/C separation.<br><b>[B&amp;W]</b> : Treat all as luminance signals.<br><b>[COMB]</b> : Process with an appropriate Y/C separation.  |
| When BKDW-<br>506 is used<br>for DNW-<br>A100P/A50P/<br>A45P | 9 ...<br>22  | LINE 9 ... LINE<br>22  | Make the selection for lines 9 to 22.<br><b>[BPF]</b> : Carry out Y/C separation.<br><b>[B&amp;W]</b> : Treat all as luminance signals.   |
| 705  | EDGE SUBCARRIER<br>REDUCER MODE  |                        | During recording and playback of a composite signal, in the playback circuit the edge subcarrier reducer (ESR) is automatically switched on or off according to the VTR operation. When recording a "Non-Standard" signal, for example, if the color edges are not as good as with a proper signal, the ESR can be forced on. This item makes this selection.<br><b>[AUTO]</b> : ESR is switched on and off automatically.<br><b>[ON]</b> : ESR operation is forced on. |

Menu items in the 700s, relating to video control (Continued)

| Item number | Item name                         |  | Settings  |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
|-------------|-----------------------------------|--|---|--------|------------|---------|--------|---------|---------|-------------|--------|--------|--------|---------|----------------|--------|--------|--------|
| 706         | VERTICAL BLANKING V SHIFT         |  | <p>When the “Y-add”<sup>a)</sup> function is operative, when the playback signal is an odd field and the reference signal is an even field, the playback signal is shifted by 1H (1 line) to suppress the vertical movement of the playback picture. This item selects whether or not to apply a 1H shift to the vertical blanking interval.</p> <p><b>ON</b>: Carry out vertical blanking shift.</p> <p><b>OFF</b>: Do not carry out vertical blanking shift.</p> <p><b>Note</b></p> <p>If the 1H shift is applied during the vertical blanking interval, the signal recorded in line 21 may intermittently appear in jog or variable playback mode.</p>   |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
| 707         | FORCED VERTICAL INTERPOLATION OFF |  | <p>The “Y-add” function is normally switched on automatically during jog or variable playback. This item selects whether or not to force the “Y-add” function off.</p> <p><b>AUTO</b>: Automatically switch the “Y-add” function on.</p> <p><b>OFF</b>: Force the “Y-add” function off.</p>   |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
| 709         | CAV LEVEL FORMAT                  |  | <p>Select whether the analog component input/output should be D-1 or Betacam. (Selectable only in 525 mode)</p> <table><tr><th>Format</th><th>Color bars</th><th>Y video</th><th>V sync</th><th>R–Y/B–Y</th></tr><tr><td>D-1 CAV</td><td>100/0/100/0</td><td>700 mV</td><td>300 mV</td><td>700 mV</td></tr><tr><td>Betacam</td><td>100/7.5/77/7.5</td><td>714 mV</td><td>286 mV</td><td>700 mV</td></tr></table>  | Format | Color bars | Y video | V sync | R–Y/B–Y | D-1 CAV | 100/0/100/0 | 700 mV | 300 mV | 700 mV | Betacam | 100/7.5/77/7.5 | 714 mV | 286 mV | 700 mV |
|             | Format                            | Color bars   | Y video   | V sync | R–Y/B–Y    |         |        |         |         |             |        |        |        |         |                |        |        |        |
|             | D-1 CAV                           | 100/0/100/0  | 700 mV  | 300 mV | 700 mV     |         |        |         |         |             |        |        |        |         |                |        |        |        |
|             | Betacam                           | 100/7.5/77/7.5   | 714 mV  | 286 mV | 700 mV     |         |        |         |         |             |        |        |        |         |                |        |        |        |
|             | Sub-Item                          |  |   |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
| 0           | INPUT CAV LEVEL                   | <p>Select the analog component input format.</p> <p><b>B-CAM</b>: Betacam</p> <p><b>D1</b>: D-1</p>  |   |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
| 1           | OUTPUT CAV LEVEL                  | <p>Select the analog component output format.</p> <p><b>B-CAM</b>: Betacam</p> <p><b>D1</b>: D-1</p> |   |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |
| 710         | INTERNAL VIDEO SIGNAL GENERATOR   |  | <p>Select the test signal to be output from the VTR’s internal test signal generator. When the selection is other than “OFF”, pressing the VIDEO INPUT SELECT switch for at least 3 seconds while it is lit causes all the VIDEO INPUT SELECT indicators to light and the internal test signal generator to operate and output the selected test signal. This signal can also be recorded.</p> <p><b>OFF</b>: No test signal is generated. (The VTR operates normally.)</p> <p><b>CB100</b>: 100% color bar signal</p> <p><b>CB75</b>: 75% color bar signal</p> <p><b>CB75R</b>: 75% color bar signal (reverse)</p> <p><b>BOW</b>: Bowtie signal</p> <p><b>PLSBR</b>: Pulse &amp; bar signal</p> <p><b>MLTBS</b>: Multi-burst signal</p> <p><b>HSWP</b>: H sweep signal</p> <p><b>5STEP</b>: 5-step signal</p> <p><b>RAMP</b>: Ramp signal</p> <p><b>SH</b>: Shallow ramp signal</p> <p><b>RED</b>: Red signal</p> <p><b>GRAY</b>: 50% flat signal</p> <p><b>WHITE</b>: 100% flat signal</p> <p><b>BB</b>: Black burst signal</p> <p><b>SDI</b>: SDI check field signal</p> <p><b>NTC7</b>: NTC 7 test signal (selectable only in 525 mode)</p> <p><b>LN330</b>: Line 330 test signal (selectable only in 625 mode)</p> |        |            |         |        |         |         |             |        |        |        |         |                |        |        |        |

a) The “Y-add” function is a circuit operation to interpolate the video signal vertically during jog or variable playback for the purpose of reducing the vertical movement of the playback picture.

(Continued)

## 7-3 Extended Menu

Menu items in the 700s, relating to video control (Continued)

| Item number | Item name  | Settings  |
|-------------|--|---|
| 712         | VIDEO PROCESS ON<br>CAP LOCK 2FIELD                            | <p>When the CAPSTAN LOCK switch on the subsidiary control panel or menu item 106 is set to 2FLD for 2-field playback, select whether or not to carry out a "picture shift".</p> <p><b>OFF</b>: No picture shift.<br/><b>ON</b>: Carry out picture shift.</p> <p><b>Note</b></p> <p>When recording a composite input signal, first convert it to a component digital signal using the optional BKDW-505 for DNW-A100/A50/A45 or BKDW-506 for DNW-A100P/A50P/A45P before recording. To eliminate the adverse effect of the residual chrominance subcarrier component in the Y signal that is the result of the Y/C separation, this unit automatically applies a shift to the playback image in the H direction, so that even in 2-field playback a satisfactory image can be obtained.</p>                         |
| 713         | VIDEO SETUP<br>REFERENCE LEVEL<br>(When operating in 525 mode) | <p>Set the video setup amounts to be removed from a recording signal and Betacam playback signal, and to be added to a composite output signal. There are independent settings for a recording signal (referred to below as an input signal), a Betacam signal, and a composite output signal (referred to below as an output signal).</p> <p><b>Notes</b></p> <ul style="list-style-type: none"> <li>• Setup removal is carried out only with respect to a Betacam format CAV input signal (menu setting) and NTSC composite input signal (option). It is not carried out with respect to other input signals.</li> <li>• The setup amounts specified in this menu item have no connection with the SETUP (DNW-A100/A50/A45)/ BLACK LEVEL (DNW-A100P/A50P/A45P) knob on the subsidiary control panel.</li> </ul> |
|             | Sub-Item   |   |
| 0           | MASTER LEVEL   | <p>When the input signal, Betacam playback signal, and output signal settings are "MSTER" (master), the setup amount specified for this sub-item is removed from the input signal and Betacam playback signal, and is added to the output signal.</p> <p><b>0.0% ... 7.5% ... 10.0%</b>: Setting in this range, in 0.5% increments.</p>   |
| 1           | INPUT LEVEL  | <p><b>MSTER</b>: Set the input signal to the master setting.</p> <p><b>0.0% ... 7.5% ... 10.0%</b>: Set the setup amount to be removed from the input signal in this range, in 0.5% increments.</p>   |
| 2           | INPUT VBLK<br>CONT   | <p><b>REMOV</b>: Remove the setup amount in the vertical blanking interval of the input signal.</p> <p><b>THROU</b>: Do not remove the setup amount in the vertical blanking interval of the input signal.</p>  |
| 3           | BETACAM PB<br>LEVEL  | <p><b>MSTER</b>: Set the Betacam playback signal to the master setting.</p> <p><b>0.0% ... 7.5% ... 10.0%</b>: Set the setup amount to be removed from the Betacam playback signal in this range, in 0.5% increments.</p>   |
| 4           | OUTPUT LEVEL   | <p><b>MSTER</b>: Set the output signal to the master setting.</p> <p><b>0.0% ... 7.5% ... 10.0%</b>: Set the setup amount to be added to the output signal in this range, in 0.5% increments.</p>   |
| 714         | VIDEO ADJUST RANGE   | <p>Select the variable range of the VIDEO and CHROMA controls when the PROCESS CONTROL switch on the subsidiary control panel is set to LOCAL.</p> <p><b>-3~+3</b>: -3 dB to +3 dB<br/><b>WIDE</b>: -∞ to +3 dB</p>   |

Menu items in the 700s, relating to video control (Continued)  
(Items 715 to 721: Settings for controlling the video processing system according to the menu settings.)

| Item number | Item name            | Settings  |
|-------------|----------------------|---|
| 715         | VIDEO GAIN CONTROL   | Adjust the video output level.<br>Default value: <b>800H</b>                                      |
| 716         | CHROMA GAIN CONTROL  | Adjust the chroma output level.<br>Default value: <b>800H</b>                                     |
| 717         | CHROMA PHASE CONTROL | Adjust the chroma phase.<br>Default value: <b>80H</b>   |
| 718         | SETUP LEVEL          | Adjust the setup level (black level).<br>Default value: <b>110H</b>                               |
| 719         | SYSTEM PHASE SYNC    | Adjust the SYNC control on the subsidiary control panel.<br>Default value: <b>80H</b>             |
| 720         | SYSTEM PHASE SC      | Adjust the SC control on the subsidiary control panel.<br>Default value: <b>0H</b>                |
| 721         | Y/C DELAY            | For playback from an analog Betacam cassette, adjust the Y/C delay.<br>Default value: <b>800H</b> |

**Note**

When you make settings for items 715 to 721, set the PROCESS CONTROL switch on the subsidiary

control panel to MENU. When set to MENU, all controls on the subsidiary control panel are disabled.

| Item number | Item name         | Settings  |
|-------------|-------------------|---|
| 723         | INPUT VIDEO BLANK | Switch blanking on or off for individual lines in the vertical blanking interval of an input video signal. The Y/C signal and odd/even fields are blanked simultaneously.   |
|             | Sub-Item          | A signal with blanking carried out according to this setting is recorded.   |
|             | 0 ALL LINE        | <b>---</b> : Specify the blanking for each line separately.<br><b>BLANK</b> : Regardless of the setting of other sub-items, blank all lines which can be specified in this menu item.<br><b>THROU</b> : Regardless of the setting of other sub-items, switch off blanking for all lines which can be specified in this menu item. |
| In 525 mode | 12 ... 20         | LINE 12 ... LINE 20<br>Specify blanking for lines 12 to 20.<br><b>BLANK</b> : Carry out blanking.<br><b>THROU</b> : Switch off blanking.  |
| In 625 mode | 9                 | LINE 9<br>Specify blanking for line 9.<br><b>BLANK</b> : Carry out blanking.<br><b>THROU</b> : Switch off blanking.   |
|             | 10 ... 21         | LINE 10 ... LINE 21<br>Specify blanking for lines 10 to 21.<br><b>BLANK</b> : Carry out blanking.<br><b>THROU</b> : Switch off blanking.  |
|             | 22                | LINE 22<br>Specify blanking for line 22.<br><b>BLANK</b> : Carry out blanking.<br><b>THROU</b> : Switch off blanking.   |

(Continued)

## 7-3 Extended Menu

Menu items in the 700s, relating to video control (Continued)

| Item number | Item name                   | Settings  |
|-------------|-----------------------------|---|
| 726         | H BLANKING WIDTH            | <p>Select the horizontal blanking width of a video output signal.</p> <p><b>NARROW</b>: Digital blanking (narrow)</p> <p><b>WIDE</b>: Analog blanking (wide)</p> <p>When analog blanking is selected, the horizontal blanking width complies with RS170A, and normally the blanking is widened and the image becomes narrower. It is recommended to select NARROW at the editing stage, then later, for broadcast transmission to select WIDE, to output a signal conforming to the standard.</p>   |
| 727         | VIDEO EDIT PREVIEW SWITCHER | <p>Set the output phase for the video playback signal when any of the ASSEMBLE/ALL, VIDEO, and AUDIO CH1 to CH4 buttons is lit.</p> <p><b>INT</b>: The video playback signal output phase is the same as the output phase in the EE mode. Use this setting when editing with a single VTR, or when previewing while watching the VTR output signal.</p> <p><b>EXT</b>: The video playback signal output phase is the same as the phase of an input video signal or external reference signal.</p> <p><b>Note</b></p> <p>Whichever setting is used, the correct editing results will be obtained. When, however, you are using an external switcher to switch the video output signal from this unit for the purposes of preview, select EXT. This will prevent any image shifts at editing IN and OUT points.</p> |

Menu items in the 800s, relating to audio control

| Item number | Item name                          | Settings   |
|-------------|------------------------------------|--|
| 802         | DIGITAL AUDIO MUTE IN SHUTTLE MODE | <p>Set the digital audio muting conditions during shuttle playback. However, the digital audio signal is muted irrespective of this setting when the tape speed exceeds 24 times the normal speed.</p> <p><b>OFF</b>: Not muted.</p> <p><b>CUEUP</b>: Muted during cue-up or preroll operations.</p> <p><b>FULL</b>: Muted in shuttle mode.</p>  |
| 805         | AUDIO MONITOR OUTPUT MIXING        | <p>Select the audio mixing method used for digital audio signals and Betacam playback analog audio signals supplied to the MONITOR OUTPUT connector.</p> <p><b>ADD</b>: Simple addition.</p> <p><b>RMS</b>: Root-mean-square.</p> <p><b>AVE</b>: Simple average.</p>   |
| 806         | LEVEL METER SCALE                  | <p>Select the mode in which digital audio levels are displayed.</p> <p><b>PEAK0</b>: Displays the audio level as negative values with the maximum level set to 0 dB.</p> <p><b>REF0</b>: Displays the audio level as positive and negative values with the reference level set to 0 dB.</p> <p>The CUE channel (digital Betacam analog audio) level is always displayed in REF0 mode.</p>  |
| 807         | AUDIO OUTPUT PHASE                 | <p>Select the output timing of a digital audio playback signal (SIF and AES/EBU only). The reference position corresponds to a setting of 80H; when the setting is less than 80H, the output timing is advanced, and when it is higher than 80H, the output timing is delayed. (80H, 128 samples = approx. 2.7 ms, and 80H, 1 sample=approx. 20 µs)</p> <p><b>0 ... 80 ... FF</b>: Setting in this range.</p>  |
| 808         | INTERNAL AUDIO SIGNAL GENERATOR    | <p>Select the operation of the internal audio test signal generator.</p> <p><b>OFF</b>: No operation.</p> <p><b>SILNC</b>: Silent signal.</p> <p><b>1KHZ</b>: At 1 kHz, -20 dB FS sine wave is supplied to all audio input channels.</p> <p><b>For settings other than OFF</b>:</p> <p>Press the audio selection function selector switch for at least 3 seconds, lighting both the INPUT indicator and MONITOR indicator, to input a test signal from the internal test signal generator on all channels.</p> |



Menu items in the 800s, relating to audio control (Continued)

| Item number       | Item name   | Settings  |
|-------------------|---|---|
| 809               | AUDIO LEVEL METER DIMMER CONTROL                                | Set the brightness of the audio level meters.<br><b>0... 7</b> : Set in this range. 0 is the brightest, and 7 the dimmest.  |
| 810               | AUDIO EDIT PREVIEW SWITCHER                                     | Set the output phase for the audio playback signal when any of the ASSEMBLE/ALL, AUDIO, and AUDIO CH1 to CH4 buttons is lit.<br><b>INT</b> : The audio playback signal output phase is the same as the output phase in the EE mode. Use this setting when editing with a single VTR, or when previewing while watching the VTR output signal.<br><b>EXT</b> : The audio playback signal output phase is the same as the phase of an input video signal or external reference video signal.<br><br><b>Note</b><br>Whichever setting is used, the correct editing results will be obtained. When, however, you are using an external switcher to switch the audio output signal from this unit for the purposes of preview, selecting EXT will prevent any muting or discontinuities in the audio at editing IN and OUT points. |
| 813 <sup>a)</sup> | AUDIO CH3 INPUT SELECT<br>(Before Version 2.00)                 | Select the input to digital audio channel 3.<br><b>SW</b> : Record the input selected on the upper control panel.<br><b>CH1</b> : Record the same signal on channel 3 as on channel 1.  |
| 814 <sup>a)</sup> | AUDIO CH4 INPUT SELECT<br>(Before Version 2.00)                 | Select the input to digital audio channel 4.<br><b>SW</b> : Record the input selected on the upper control panel.<br><b>CH2</b> : Record the same signal on channel 4 as on channel 2.  |
| 815               | AUDIO SAMPLING RATE CONVERTER<br>(Only when BKNW-105 installed) | Select whether or not the sampling rate converter operates on AES/EBU input in CH1-1 to CH-4.<br><b>OFF</b> : Does not operate<br><b>ON</b> : Operates  |

- a) When using a version 2.00 or later unit, you can turn the MIXING indicator on the upper control panel on and select any channel as the recording channel.

Menu items in the 900s, relating to digital processing

| Item number | Item name           | Settings  |
|-------------|---------------------|---|
| 911         | NO COMPRESSION LINE | Specify the "NO COMPRESSION" line (1 line in 1 field) for video input other than SDDI input.<br><b>OFF</b> : No specification.<br><b>12H ... 21H</b> : Specify one of lines 12 to 21.<br><br><b>Notes</b> <ul style="list-style-type: none"> <li>• The data in the specified line will be recorded and played back without video data rate compression.</li> <li>• Data values 0x00 and 0xFF will be converted to 0x01 and 0xFE for playback.</li> <li>• For the line specified in this item, it is not possible to carry out video adjustment, chroma adjustment, or other output adjustments.</li> <li>• When item 726 is set to WIDE, a number of words at the beginning and end of each line will be subject to horizontal blanking, and will not be played back.</li> <li>• For playback of a composite signal in jog or variable mode, according to the setting of item 705, the data will be subject to ESR (edge subcarrier reducer) processing.</li> </ul> |

### 7-3-2 Extended Menu Operations

In the extended menu, you can carry out the same operations as in the basic menu.

*For details of basic menu operation, see Section 7-2-2, “Basic Menu Operations” (page 7-4).*

### Note

To access the extended menu, a setting on the internal SS-63 board is required.

*For details, refer to the Maintenance Manual (Part 1).*

## 7-4 Disk File Management Menu

### 7-4-1 Items in the Disk File Management Menu

The disk file management menu contains the following items.

In the “Settings” column of the table, the factory default settings are indicated by an enclosing box.

| Item number | Item name               | Settings  |
|-------------|-------------------------|---|
| F1          | SELECT RECORD TYPE      | For recording and editing using the hard disk, select full edit mode or simple edit mode.<br><b>FULL</b> : Full edit mode.<br><b>SIMPLE</b> : Simple edit mode.<br><br><b>Note</b><br>Make this setting before carrying out any file creation. If there are already any recorded files, it is not possible to change this setting.                                    |
| F2          | CONVERT TYPE<br>(S ↔ F) | Set this to ON to convert the type of files recorded on the hard disk (conversion between files recorded in full edit mode and files recorded in simple edit mode).<br><br><b>Note</b><br>The conversion from a file recorded in simple edit mode to the full edit mode format takes a total of between 1/2 and 1/3 of the time required to record the original file. |
| F3          | SELECT GOP/FRAME        | For a program created in simple edit mode (when F1 is SIMPLE), select the editing accuracy (GOP: ±1 frame; FRAME: ±0 frame).<br><b>GOP</b> : Carry out editing in GOP <sup>a)</sup> units. The editing accuracy is ±1 frame.<br><b>FRAME</b> : Carry out editing in frame units. The editing accuracy is ±0 frame.  |
| F4          | DELETE PROGRAM          | Set this to ON to delete the program from the hard disk (DISK PROGRAM). Files in DISK MASTER are not deleted.   |
| F5          | DELETE ALL FILE         | Set this to ON to delete the program and all files from the hard disk (DISK PROGRAM and DISK MASTER).   |

- a) GOP: abbreviation of “Group Of Pictures”. This is the number of frames in the unit for carrying out video data compression. For Betacam SX, video data is compressed taking two frames as a unit.

# 7-4 Disk File Management Menu

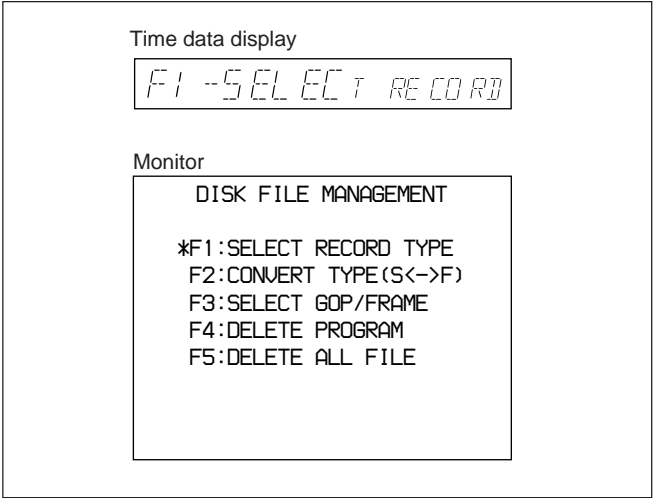
## 7-4-2 Operations in the Disk File Management Menu

To access the disk file management menu and change a setting, use the following procedure.

- ① Display the disk file management menu.
- ② Select the item whose setting you wish to change.
- ③ Change the setting.

### Displaying the disk file management menu

While the hard disk is playing back or stopped, press the MENU button, then press the MASTER button. The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector. (The following illustrations assume that F1 was selected last time the menu was accessed.)



### Selecting the item whose value you wish to change

Turn the search dial to display the required item in the time data display, then press the SET button.

### Switching between full edit mode and simple edit mode (F1)

Using the F1 item of the disk file management menu, you can switch between full edit mode and simple edit mode.

#### Full edit mode

When you select full edit mode, the FULL EDIT indicator on the lower control panel lights. In full edit mode, insert editing is possible for the video and audio channels individually. For feed mode playback of the program, the playback speed is restricted to normal speed.

#### Simple edit mode

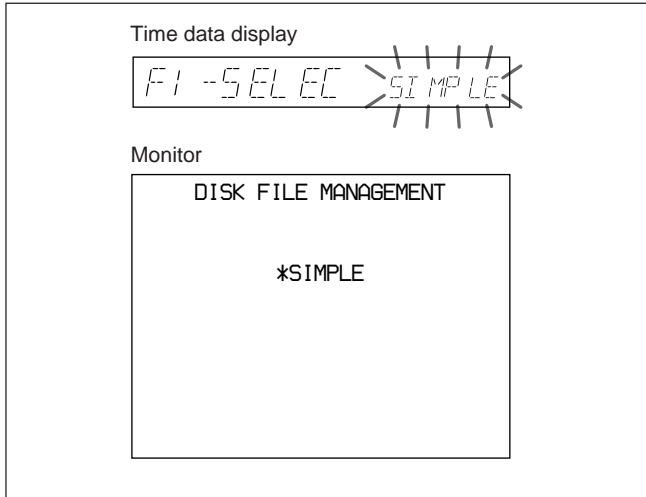
When you select simple edit mode, the SIMPLE EDIT indicator on the lower control panel lights. In simple edit mode, insert editing is not possible for the video and audio channels individually. When item F3 is set to GOP, the maximum playback speed of the program in feed mode playback is twice normal speed. To switch between full edit mode and simple edit mode, use the following procedure. (Taking switching from simple edit mode to full edit mode as an example)

#### Note

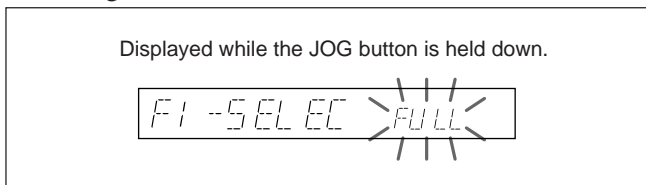
Make this setting before carrying out any file creation. If there are already any recorded files, it is not possible to switch between full edit mode and simple edit mode.

- 1 Display the disk file management menu, select item F1, then press the SET button.

The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

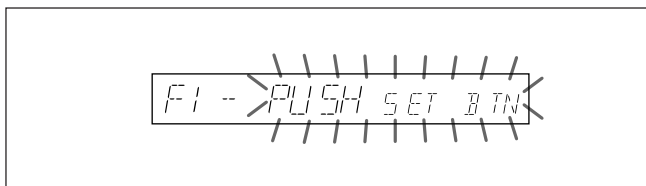


- 2 Holding down the JOG button, turn the search dial so that the indication in the time data display changes from "SIMPLE" to "FULL".



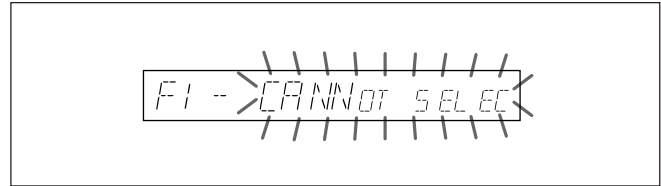
- 3 Release the JOG button to confirm the setting.

The indication in the time data display changes as follows.



**If it is not possible to switch between the full edit mode and simple edit mode (e.g. if already recorded program or files are present)**

The following message appears in the time data display.



*For information about how to switch between full edit mode and simple edit mode when this message appears, see the following item, "Switching between full edit mode and simple edit mode (when already recorded program or files are present)."*

- 4 Press the SET button to carry out the switch between full edit mode and simple edit mode.

The indication in the time data display changes as follows.



- 5 Press the MENU button a number of times, to exit from the disk file management menu.

The indication in the time data display returns to the state before executing step 1.

### Switching between full edit mode and simple edit mode (when already recorded program or files are present)

When already recorded program or files are present, it is not immediately possible to switch between full edit mode and simple edit mode. In step 3 of the procedure in the previous item, "Switching between full edit mode and simple edit mode (F1)", the message "F1-CANNOT SEL" appears in the time data display. In this case, to switch between full edit mode and simple edit mode, carry out either of the following procedures.

## 7-4 Disk File Management Menu

### To switch from simple edit mode to full edit mode

Carry out either of the following procedures.

- Using the procedure in the next item, “Converting file types (F2)”, convert the existing files to full edit files. The setting of item F1 changes to “FULL”, and the FULL EDIT indicator in the lower control panel lights. This preserves the existing program and files.
- Using the procedure in the item, “Deleting the program and all files from the hard disk (DISK PROGRAM and DISK MASTER) (F5)” (page 7-31), delete all existing files, then carry out the procedure in the previous item, “Switching between full edit mode and simple edit mode (F1).”

### To switch from full edit mode to simple edit mode

The procedure for switching from full edit mode to simple edit mode depends on whether there are files and a program present, or files only.

When there are files and a program present, carry out either of the following procedures.

- Using the procedure in the item, “Deleting the program from the hard disk (DISK PROGRAM) (F4)” (page 7-30), delete the program, then carry out the procedure in the previous item, “Switching between full edit mode and simple edit mode (F1).” This preserves the existing files.
- Using the procedure in the item, “Deleting the program and all files from the hard disk (DISK PROGRAM and DISK MASTER) (F5)” (page 7-31), delete all existing files, then carry out the procedure in the item, “Switching between full edit mode and simple edit mode (F1)” (page 7-26).

When there are files present but no program, carry out either of the following procedures.

- Using the procedure in the next item, “Converting file types (F2)”, convert the existing files to simple edit files. The setting of item F1 changes to “SIMPLE”, and the SIMPLE EDIT indicator in the lower control panel lights. This preserves the existing program and files.
- Using the procedure in the item, “Deleting the program and all files from the hard disk (DISK PROGRAM and DISK MASTER) (F5)” (page 7-31), delete all existing files, then carry out the procedure in the item, “Switching between full edit mode and simple edit mode (F1)” (page 7-26).

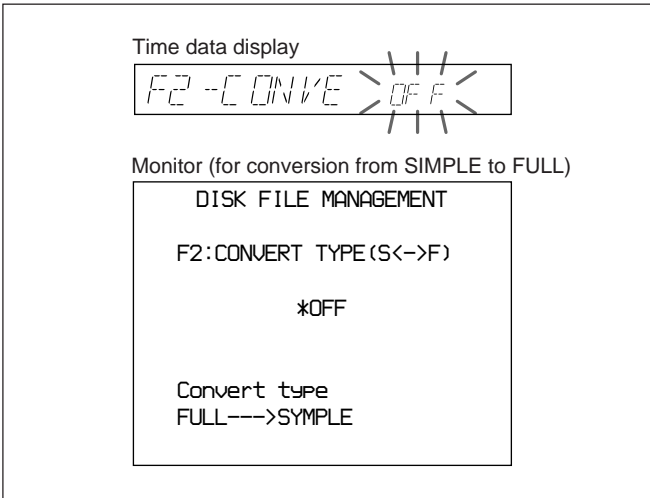
### Converting file types (F2)

Use the following procedure to convert the type of files recorded on the hard disk (full edit files or simple edit files).

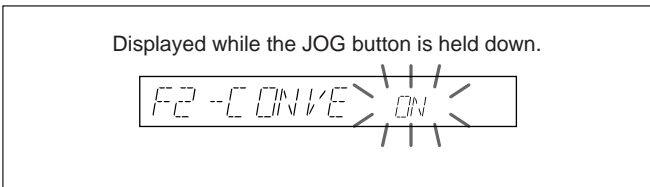
Note that you can check the current file type from the FULL EDIT and SIMPLE EDIT indicators on the lower control panel.

- 1 Display the disk file management menu, select item F2, then press the SET button.

The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

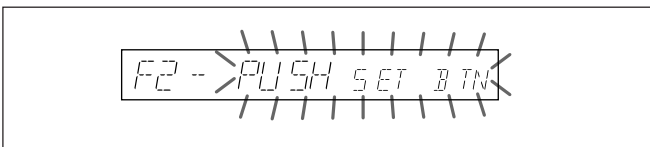


- 2 Holding down the JOG button, turn the search dial so that the indication in the time data display changes from “OFF” to “ON”.



- 3 Release the JOG button to confirm the setting.

The indication in the time data display changes as follows.



**If it is not possible to convert the file type (e.g. when the hard disk is busy immediately after power on)**

The following message appears in the time data display.

F2 -- DISK BUSY

In this case, wait until the DISK BUSY indicator in the lower control panel goes off, then return to step 2.

- 4** Press the SET button to carry out the file type conversion.

The indication in the time data display changes as follows.

During the file type conversion

F2 -- CONVERTING

When the file type conversion is completed

F2 -- COMPLETE

- 5** Press the MENU button a number of times, to exit from the disk file management menu.

The indication in the time data display returns to the state before executing step 1.

## Selecting the editing accuracy (F3)

For a program created in simple edit mode (when F1 is SIMPLE), use the following procedure to select the editing accuracy (GOP:  $\pm 1$  frame; FRAME:  $\pm 0$  frame).

(Taking switching from GOP to FRAME as an example)

- 1** Display the disk file management menu, select item F3, then press the SET button.

The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

Time data display

F3 -- SELECT GOP

Monitor

DISK FILE MANAGEMENT

F3:SELECT GOP/FRAME

\*GOP

- 2** Holding down the JOG button, turn the search dial so that the indication in the time data display changes from “GOP” to “FRAME”.

Displayed while the JOG button is held down.

F3 -- SELECT FRAME

- 3** Release the JOG button to confirm the setting.

The indication in the time data display changes as follows.

F3 -- PLSH SET BTN

**If it is not possible to switch the editing accuracy (e.g. for a switch from FRAME to GOP, if an already recorded program is present)**


The following message appears in the time data display.

(Even if there is an existing program, it is still possible to switch from GOP to FRAME.)

(Continued)



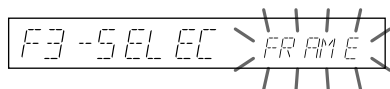
## 7-4 Disk File Management Menu



*For information about how to switch the editing accuracy from FRAME to GOP when this message appears, see the following item, “When an already recorded program or files are present.”*

- 4 Press the SET button to switch the editing accuracy.

The indication in the time data display changes as follows.



- 5 Press the MENU button a number of times, to exit from the disk file management menu.

The indication in the time data display returns to the state before executing step 1.

### When an already recorded program or files are present

When it is not possible to switch the editing accuracy from FRAME to GOP because already recorded program or files are present, in step 3 of the procedure above, the message “F3-CANNOT SEL” appears in the time data display. In this case, to switch the editing accuracy, carry out either of the following procedures.

- Using the procedure in the next item, “Deleting the program from the hard disk (DISK PROGRAM) (F4)”, delete the program, then carry out the procedure above.  
This preserves the existing files.
- Using the procedure in the item, “Deleting the program and all files from the hard disk (DISK PROGRAM and DISK MASTER) (F5)” (page 7-31), delete all existing files, then carry out the procedure above.

### Deleting the program from the hard disk (DISK PROGRAM) (F4)

Use the following procedure to delete all of the program from the hard disk (DISK PROGRAM). (Files in DISK MASTER are not deleted.)

- 1 Display the disk file management menu, select item F4, then press the SET button.

The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

Time data display



Monitor

DISK FILE MANAGEMENT

F4:DELETE PROGRAM

\*OFF

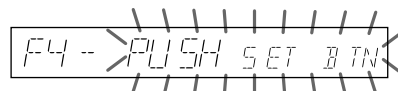
- 2 Holding down the JOG button, turn the search dial so that the indication in the time data display changes from “OFF” to “ON”.

Displayed while the JOG button is held down.



- 3 Release the JOG button to confirm the setting.

The indication in the time data display changes as follows.



**If it is not possible to delete the program (e.g. when the hard disk is busy immediately after power on)**

The following message appears in the time data display.



F4 -- DISK BUSY

In this case, wait until the DISK BUSY indicator in the lower control panel goes off, then return to step 2.

- 4** Press the SET button to carry out the program deletion.

The indication in the time data display changes as follows.

During the program deletion



F4 -- DELETING

When the program deletion is completed



F4 -- COMPLETE

- 5** Press the MENU button a number of times, to exit from the disk file management menu.

The indication in the time data display returns to the state before executing step 1.

### Deleting the program and all files from the hard disk (DISK PROGRAM and DISK MASTER) (F5)

Use the following procedure to delete the program and all files from the hard disk (DISK PROGRAM and DISK MASTER).

- 1** Display the disk file management menu, select item F5, then press the SET button.

The displays shown below appear in the time data display and on a monitor connected to the COMPOSITE VIDEO OUTPUT 3 (SUPER) connector.

Time data display



F5 -- DELET OFF

Monitor



DISK FILE MANAGEMENT  
F5:DELETE ALL FILE  
\*OFF

- 2** Holding down the JOG button, turn the search dial so that the indication in the time data display changes from “OFF” to “ON”.

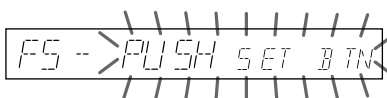
Displayed while the JOG button is held down.



F5 -- DELET ON

- 3** Release the JOG button to confirm the setting.

The indication in the time data display changes as follows.



F5 -- PUSH SET BTN

(Continued)

# 7-4 Disk File Management Menu

If it is not possible to delete the program and files (e.g. when the hard disk is busy immediately after power on)

The following message appears in the time data display.

FS -- DISK BUSY

In this case, wait until the DISK BUSY indicator in the lower control panel goes off, then return to step 2.

- 4 Press the SET button to carry out the deletion of program and files.

The indication in the time data display changes as follows.

During the program/file deletion

FS -- DELETING

When the program/file deletion is completed

FS -- COMPLETE

- 5 Press the MENU button a number of times, to exit from the disk file management menu.

The indication in the time data display returns to the state before executing step 1.

## 8-1 Removing a Cassette When Tape Slack Occurs

If tape slack occurs in the unit, it is necessary to remove the upper lid and sound baffle. This job should always be entrusted to a technician who has undergone service training.

*For details, refer to Section 2-12, "How to Take Out the Cassette When the Tape is Slacking," in the Maintenance Manual (Part 1).*

## 8-2 Head Cleaning

To clean the video heads and audio heads, always use the special-purpose Sony BCT-5CLN cleaning cassette.

Follow the instructions with the cleaning cassette carefully, as inappropriate use of the cleaning cassette can damage the heads.

To carry out head cleaning, use the following procedure.

**1** Insert the cleaning cassette.

**2** Press the EJECT button and PLAY button simultaneously.

Head cleaning starts.

**3** After a head cleaning operation which lasts for about 5 seconds, the cleaning cassette is automatically ejected.

### Note

When carrying out head cleaning without using the automatic cleaning function described above, be sure to eject the cleaning cassette after use in order not to damage the heads.

## 8-3 Starting the Hard Disk Drive Under Cold Conditions

This unit includes a hard disk drive. If the hard disk drive is started up under cold conditions (below 5°C/41°F), its reliability may be severely reduced. This unit includes a function to inhibit starting of the hard disk drive when the temperature is below 5°C/41°F. At the same time, a hard disk drive warming up function operates, to warm up the disk drive. During this interval, the DISK BUSY indicator on the lower control panel flashes slowly. In this state, selecting the disk as a device (DISK PROGRAM or DISK MASTER) produces a message "HDD WARM UP" in the time data display. When the hard disk drive temperature reaches 5°C/41°F, the "HDD WARM UP" message disappears, and the hard disk drive can now be started.

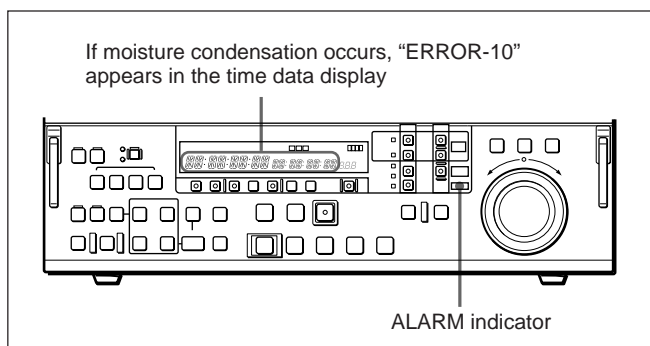
### Note

If 30 minutes elapse with the hard disk drive warming up function operating, and the hard disk drive still cannot be started, the ambient temperature of the unit may be too low (below -10°C/14°F). Power the unit off, then warm up the surroundings before powering the unit on again.

## 8-4 Moisture Condensation

When the unit is suddenly moved from a cold to a warm location, or used in a very humid place, moisture from the air can condense on the head-drum. This is called moisture condensation. If the tape is run in this state, it can adhere to the drum. To prevent such a condition from occurring, the unit is provided with a moisture detecting function.

If moisture condenses on the head-drum while the unit is in use, “ERROR-10” is displayed in the time data display.



If this happens, the drum and capstan motors stop and the cassette is automatically ejected. Then, the drum starts to rotate again to dry its surface. In this state, the unit is not operable. When the moisture has evaporated, the error message disappears and the ALARM indicator goes off.

### **If “ERROR-10” appears and the ALARM indicator lights immediately after powering the unit on**

Leave the unit powered on and wait until the indicator goes off.

While the indicator is lit, you cannot insert a cassette. When the indicator goes off and the error message disappears, you can use the unit.

### **If you move the unit from a cold to a warm location**

Leave the unit powered off for about 10 minutes, in order to give the unit time to detect moisture condensation.

## 8-5 Digital Hours Meter

The hours meter can display eight items of information, in corresponding display modes, about the operational history of the unit. Use it as a guide in scheduling periodic maintenance.

### Display modes of the hours meter

#### H01: OPERATION mode

Displays the total number of hours the unit has been powered on in units of 1 hour.

#### H02: DRUM RUNNING mode

Displays the total number of hours the drum has run with tape threaded in units of 1 hour.

#### H03: TAPE RUNNING mode

Displays the total number of hours the unit has been in fast forward, rewind, playback, search, recording or editing (except for stop and still) mode in units of 1 hour.

#### H04: THREADING mode

Displays the total number of times tape has been threaded in the unit.

#### H12: DRUM RUNNING mode (resettable)

Same as H02 except that the count is resettable. This can be used as a guide in determining when to replace the drum.

#### H13: TAPE RUNNING mode (resettable)

Same as H03 except that the count is resettable. This can be used as a guide in determining when to replace such components as fixed heads and pinch rollers.

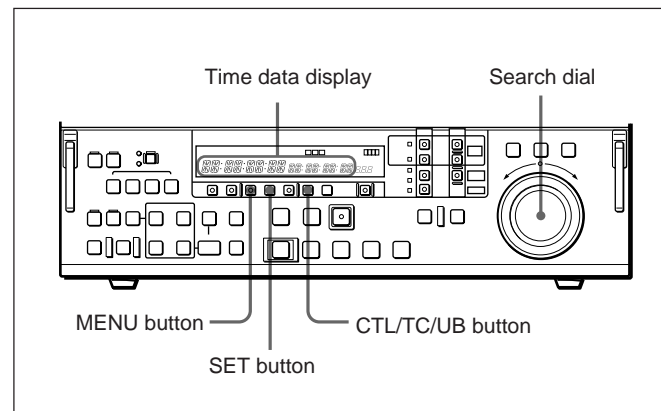
#### H14: THREADING mode (resettable)

Same as H04 except that the count is resettable. This can be used as a guide in determining when to replace, for example, the threading motor.

#### H15: AIR FILTER mode (resettable)

Displays the total number of hours the air filter has been in use with the tape deck cooling fan running since the count was last reset. This can be used as a guide in determining when to replace the air filter.

### Displaying the hours meter



#### To display the hours meter

Press the MENU button, then turn the search dial to display the required item in the time data display.

#### To jump to H01

Press the MENU button, then the CTL/TC/UB button. Every time you press the CTL/TC/UB button, menu item H01 or B01 is recalled alternately.

#### To exit from the hours meter

Press the MENU button or SET button.





# Specifications

## General

|                       |   |
|-----------------------|---|
| Recording format      | Betacam SX  |
| Power requirements    | 100 to 240 VAC, 50/60 Hz  |
| Power consumption     | DNW-A100/A100P: 320 VA<br>DNW-A50/A50P/A45/A45P: 300 VA   |
| Peak inrush current   | (1) Power ON, current probe method: 12A (100V), 20A (240V)<br>(2) Hot switching inrush current, measured in accordance with European standard EN55103-1: 16A (230V) |
| Operating temperature | 5°C to 40°C (41°F to 104°F)   |
| Storage temperature   | -20°C to +60°C (-4°F to +140°F)   |
| Humidity              | 25 to 80%   |
| Mass                  | 38kg (83 lb 12 oz)  |
| Dimensions (w/h/d)    | 427 × 237 × 524 mm<br>(16 <sup>7</sup> / <sub>8</sub> × 9 <sup>3</sup> / <sub>8</sub> × 20 <sup>3</sup> / <sub>4</sub> inches)                                      |

## Tape transport system

|                              |  |
|------------------------------|--|
| Tape speed                   | Betacam SX: 59.6 mm/s<br>Analog Betacam:<br>118.6 mm/s (DNW-A100/A50/A45)<br>101.5 mm/s (DNW-A100P/A50P/A45P)  |
| Digital record/playback time | 184 minutes with BCT-184SXL  |
| Analog Betacam playback time | 90 minutes with BCT-90MLA  |
| Fast forward/rewind time     | Approx. 3 minutes with BCT-184SXL  |
| Search speed                 |  |
| Shuttle mode                 | Betacam SX: Still to approx. ±50 times normal playback speed<br>Betacam playback:<br>Still to ±35 times normal playback speed (DNW-A100/A50/A45)<br>Still to ±42 times normal playback speed (DNW-A100P/A50P/A45P) |

|                   |   |
|-------------------|---|
| Variable mode     | -1 to +1 times normal playback speed  |
| Jog mode          | Still to ±1 times normal playback speed   |
| Servo lock time   | 0.5 seconds or less (from standby on)   |
| Load/unload time  | 6 seconds or less   |
| Recommended tapes | Betacam SX cassette (S, L): BCT-12SX/22SX/32SX/60SX, BCT-64SXL/94SXL/124SXL/184SXL<br>Betacam SP cassette (S, L)<br>Betacam cassette (S, L) (only for playback) |

## Disk system

|                             |   |
|-----------------------------|---|
| Record/playback time        | DNW-A100/A50: 88 minutes<br>DNW-A100P/A50P: 92 minutes<br>DNW-A45: 41 minutes<br>DNW-A45P: 43 minutes |
| Search speed                |   |
| Shuttle mode                | Still to approx. ±100 times normal playback speed   |
| Variable mode               | -1 to +1 times normal playback speed  |
| Jog mode                    | Still to ±1 times normal playback speed   |
| Rapid record/playback speed | Maximum 4 times normal record/playback speed  |
| Minimum duration            | 0.5 seconds   |

## Digital video system

### Digital video signal system

|                    |                                  |
|--------------------|----------------------------------|
| Sampling frequency | Y: 13.5 MHz<br>R-Y/B-Y: 6.75 MHz |
| Quantization       | 8 bits/sample                    |
| Compression        | Coefficient recording system     |
| Channel coding     | S-I-NRZI PR-IV                   |
| Error correction   | Reed-Solomon code                |

# Specifications

## Analog component output

|                     |   |
|---------------------|---|
| Bandwidth           |   |
| Y                   | DNW-A100/A50/A45: 0 to 4.5 MHz +0.5 dB/ −3.0 dB<br>DNW-A100P/A50P/A45P: 0 to 5.5 MHz +0.5 dB/ −3.0 dB |
| R−Y/ B−Y            | 0 to 2.0 MHz +0.5 dB/−3.0 dB  |
| S/N ratio           | 56 dB or more   |
| K factor (2T pulse) | 1% or less  |

## Analog component input to component output

|                        |   |
|------------------------|---|
| Input A/D quantization | 8 bits/ sample  |
| Bandwidth              |   |
| Y                      | DNW-A100/A50/A45: 0 to 4.5 MHz +0.5 dB/ −3.0 dB<br>DNW-A100P/A50P/A45P: 0 to 5.5 MHz +0.5 dB/ −3.0 dB |
| R−Y/ B−Y               | 0 to 2.0 MHz +0.5 dB/−3.0 dB  |
| S/N ratio              | 52 dB or more   |
| K factor (2T pulse)    | 1% or less  |
| LF non-linearity       | 3.0% or less  |

## Analog composite input to analog composite output (with optional BKDW-505 for DNW-A100/A50/A45 or BKDW-506 for DNW-A100P/A50P/A45P)

|                     |   |
|---------------------|---|
| Bandwidth (Y)       | DNW-A100/A50/A45: 0 to 4.5 MHz +0.5 dB/ −3.0 dB<br>DNW-A100P/A50P/A45P: 0 to 5.5 MHz +0.5 dB/ −3.0 dB |
| S/N ratio           | 53 dB or more   |
| Differential gain   | 2% or less  |
| Differential phase  | 2° or less  |
| Y/C delay           | 15 ns or less   |
| K factor (2T pulse) | 1% or less  |
| Output SCH phase    | Based upon RS-170A/CCIR R.624-3   |

## Digital audio system

### Digital audio (CH-1 to CH-4) signal format

|                    |   |
|--------------------|---|
| Sampling frequency | 48 kHz (synchronized with video)                          |
| Quantization       | 16 bits/ sample   |
| Wow and flutter    | Below measurable level                                    |
| Headroom           | 20 dB (or 18 dB, selectable)                              |
| Emphasis           | T1= 50 μs, T2=15 μs (on/off selectable in recording mode) |

## Analog output

|                       |   |
|-----------------------|---|
| A/D, D/A quantization | 16 bits/sample  |
| Frequency response    | 20 Hz to 20 kHz +0.5 dB/ −1.0 dB (0 dB at 1 kHz)                |
| Dynamic range         | 90 dB or more (at 1 kHz, emphasis on)                           |
| Distortion            | 0.05% or less (at 1 kHz, emphasis on, reference level (+4 dBm)) |
| Crosstalk             | −80 dB or less (at 1 kHz, between any two channels)             |

## Analog Betacam playback (DNW-A100/A50/A45)

### Video

|                     |          | Metal tape                        | Oxide tape                        |
|---------------------|----------|-----------------------------------|-----------------------------------|
| Bandwidth           | Y        | 30 Hz to 4.5 MHz +0.5 dB/ -4.0 dB | 30 Hz to 4.1 MHz +0.5 dB/ -6.0 dB |
|                     | R-Y/ B-Y | 30 Hz to 1.5 MHz +0.5 dB/-3.0dB   | 30 Hz to 1.5 MHz +0.5 dB/-3.0 dB  |
| S/N ratio           | Y        | 51 dB or more                     | 48 dB or more                     |
|                     | R-Y/ B-Y | 48 dB or more                     | 45 dB or more                     |
| K factor (2T pulse) |          | 2% or less                        | 3% or less                        |
| LF non-linearity    | Y        | 3% or less                        |                                   |
|                     | R-Y/ B-Y | 4% or less                        |                                   |
| Y/C delay           |          | 20 ns or less                     |                                   |

### Audio (LNG)

|  | Metal tape                       | Oxide tape                   |
|--|----------------------------------|------------------------------|
| Frequency response (at 10 dB below reference level <sup>a)</sup> ) | 50 Hz to 15 kHz +1.5 dB/ -3.0 dB | 50 Hz to 15 kHz +3.0dB       |
| S/N ratio (at 3% distortion level)                                 | 72 dB or more                    | 50 dB or more (Dolby NR off) |
| Distortion (THD at 1kHz reference level <sup>a)</sup> )            | 1% or less                       | 2% or less                   |
| Wow and flutter  | 0.1% rms or less                 |                              |

a) Reference level: +4 dBm

## Analog Betacam playback (DNW-A100P/A50P/A45P)

### Video

|                     |          | Metal tape                       | Oxide tape                       |
|---------------------|----------|----------------------------------|----------------------------------|
| Bandwidth           | Y        | 25 Hz to 5.5 MHz +0.5 dB/-4.0 dB | 25 Hz to 4.0 MHz +0.5 dB/-6.0 dB |
|                     | R-Y/ B-Y | 25 Hz to 2.0 MHz +0.5 dB/-3.0dB  | 25 Hz to 1.5 MHz +0.5 dB/-3.0 dB |
| S/N ratio           | Y        | 48 dB or more                    | 46 dB or more                    |
|                     | R-Y/ B-Y | 48 dB or more                    | 45 dB or more                    |
| K factor (2T pulse) |          | 2% or less                       | 3% or less                       |
| LF non-linearity    | Y        | 3% or less                       |                                  |
|                     | R-Y/ B-Y | 4% or less                       |                                  |
| Y/C delay           |          | 20 ns or less                    |                                  |

### Audio (LNG)

|   | Metal tape                      | Oxide tape                  |
|---|---------------------------------|-----------------------------|
| Frequency response (at 20 dB below peak level <sup>a)</sup> ) | 50 Hz to 15 kHz +1.5 dB/-3.0 dB | 50 Hz to 15 kHz $\pm$ 3.0dB |
| S/N ratio (at 3% distortion level) (CCIR 468-3 weighted)      | 68 dB or more                   | 62 dB or more               |
| Distortion (THD at 1kHz reference level <sup>b)</sup> )       | 1% or less                      | 2% or less                  |
| Wow and flutter (DIN45507 weighted)                           | 0.1% rms or less                |                             |

a) Peak level: +8 dB above reference level

b) Reference level: +4 dBm

# Specifications

## Processor adjustment range

|                                   |   |
|-----------------------------------|---|
| Video level                       | $\pm 3$ dB/ $-\infty$ to $+3$ dB selectable |
| Chroma level                      | $\pm 3$ dB/ $-\infty$ to $+3$ dB selectable |
| Setup level (DNW-A100/A50/A45)    | $\pm 30$ IRE                                |
| Black level (DNW-A100P/A50P/A45P) | $\pm 210$ mV                                |
| Y/C delay                         | $\pm 100$ ns (in analog Betacam playback)   |
| Chroma phase                      | $30^\circ$                                  |
| System phase                      | Sync: $\pm 15$ $\mu$ s<br>SC: $\pm 200$ ns  |

## Input connectors

### SDI DIGITAL INPUT

BNC (1 with active through out)  
Serial digital (270 Mbits/s)  
SMPTE 259M/ CCIR 656-III

### SDDI DIGITAL INPUT

BNC (1) (with optional BKNW-103)

### REF. VIDEO INPUT

BNC (2 in loop through connection)  
Black burst or composite sync  
0.3 Vp-p, 75  $\Omega$ , sync negative

### COMPONENT VIDEO INPUT

BNC (3 for 1 set)  
Y: 1.0 Vp-p, Sync negative  
R-Y/B-Y: 0.7 Vp-p, 75  $\Omega$ , with 100% color bar for A100P/A50P/A45P and with 100% or 75% color bar selectable for DNW-A100/A50/A45 (with optional BKNW-104)

### COMPOSITE VIDEO INPUT

BNC (2 in loop through connection)  
1.0 Vp-p, 75  $\Omega$ , Sync negative (with optional BKDW-505 for DNW-A100/A50/A45 or BKDW-506 for DNW-A100P/A50P/A45P)

### AUDIO INPUT CH-1/2/3/4

XLR 3-pin, female (4)  
LOW OFF:  $-60$  dBu, high impedance, balanced  
HIGH OFF:  $+4$  dBu, high impedance, balanced  
HIGH ON:  $+4$  dBm, 600  $\Omega$  termination, balanced

### TIME CODE IN

XLR 3-pin, female (1)  
0.5 to 18 Vp-p, 10 k $\Omega$ , balanced

## Output connectors

### SDI DIGITAL OUTPUT

BNC (2)  
serial digital (270 Mbits/s)  
SMPTE 259 M/CCIR 656-III

### SDDI DIGITAL OUTPUT

BNC (2) (DNW-A100 /A100P only)

### COMPONENT VIDEO OUTPUT

BNC (3 for 1 set)  
Y: 1.0 Vp-p, Sync negative  
R-Y/B-Y: 0.7 Vp-p, 75  $\Omega$ , with 100% color bar for DNW-A100P/A50P/A45P and with 100% or 75% color bar selectable for DNW-A100/A50/A45

### COMPOSITE VIDEO OUTPUT

BNC (3 including 1 for character superimpose)  
1 Vp-p, 75  $\Omega$ , Sync negative

### AUDIO OUTPUT CH-1/2/3/4

XLR 3-pin, male (4)  
 $+4$  dBm at 600  $\Omega$  load, low impedance, balanced

### MONITOR OUTPUT (L/R)

XLR 3-pin, male (2)  
 $+4$  dBm at 60  $\Omega$  load, low impedance, balanced

### TIME CODE OUT

XLR 3-pin, male (1)  
2.2 Vp-p, low impedance, balanced  
JM-60 stereo phone jack  
 $-\infty$  to  $-12$  dBu at 8  $\Omega$  load, unbalanced

### PHONES



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### AUDIO AES/EBU optional connectors (with optional BKNW-105)

Complies with AES-3id-1995.  
AES/EBU INPUT BNC (2)  
AES/EBU OUTPUT  
BNC (2)

#### Notes

- You cannot use the BKNW-104 Analog Component Input Board and the BKDW-505/506 Analog Composite Decoder Board at the same time.
- You cannot use the AUDIO AES/EBU optional connectors (with optional BKNW-105) and the AUDIO INPUT/OUTPUT CH-1/2/3/4 connectors at the same time.
- When the AUDIO AES/EBU option (BKNW-105) is installed, an XLR/BNC converting connector is required to connect this unit to a device with an XLR connector. (Use Canare BCJ-XJ-TRA, BCJ-XP-TRA or compatible converting connector.)

---

### Remote connectors

|               |  |
|---------------|--|
| REMOTE (9P)   |  |
|               | D-sub 9-pin, female                          |
| RS232C        | D-sub 25-pin, female                         |
| VIDEO CONTROL |  |
|               | D-sub 15-pin, male (for optional BVR-50/50P) |
| SCSI          | 68-pin, female                               |

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### Accessories supplied

AC power cord (1)  
PSW 4 × 16 screws for rack mounting (4)  
Operation Manual (1)  
Maintenance Manual Part 1 (1)

---

### Optional accessories

BKDW-505/506 Analog Composite Decoder Board  
BKNW-103 SDDI Input Kit  
BKNW-104 Analog Component Input Board  
BKNW-105 AES/EBU I/F Kit  
BVR-50/50P TBC Remote Controller  
RMM-110/111 Rack Mount Adaptor  
BCT-5CLN Cleaning Cassette Tape  
RCC-5G 9-pin Remote Control Cable

Design and specifications are subject to change without notice.



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